THE ROLE-PLAYING GAMES MONTHLY 95p

64
APRIL

WHITE DWARF

USA
$3.00
Canada
$3.50
Australia
$3.50
New Zealand
$4.25

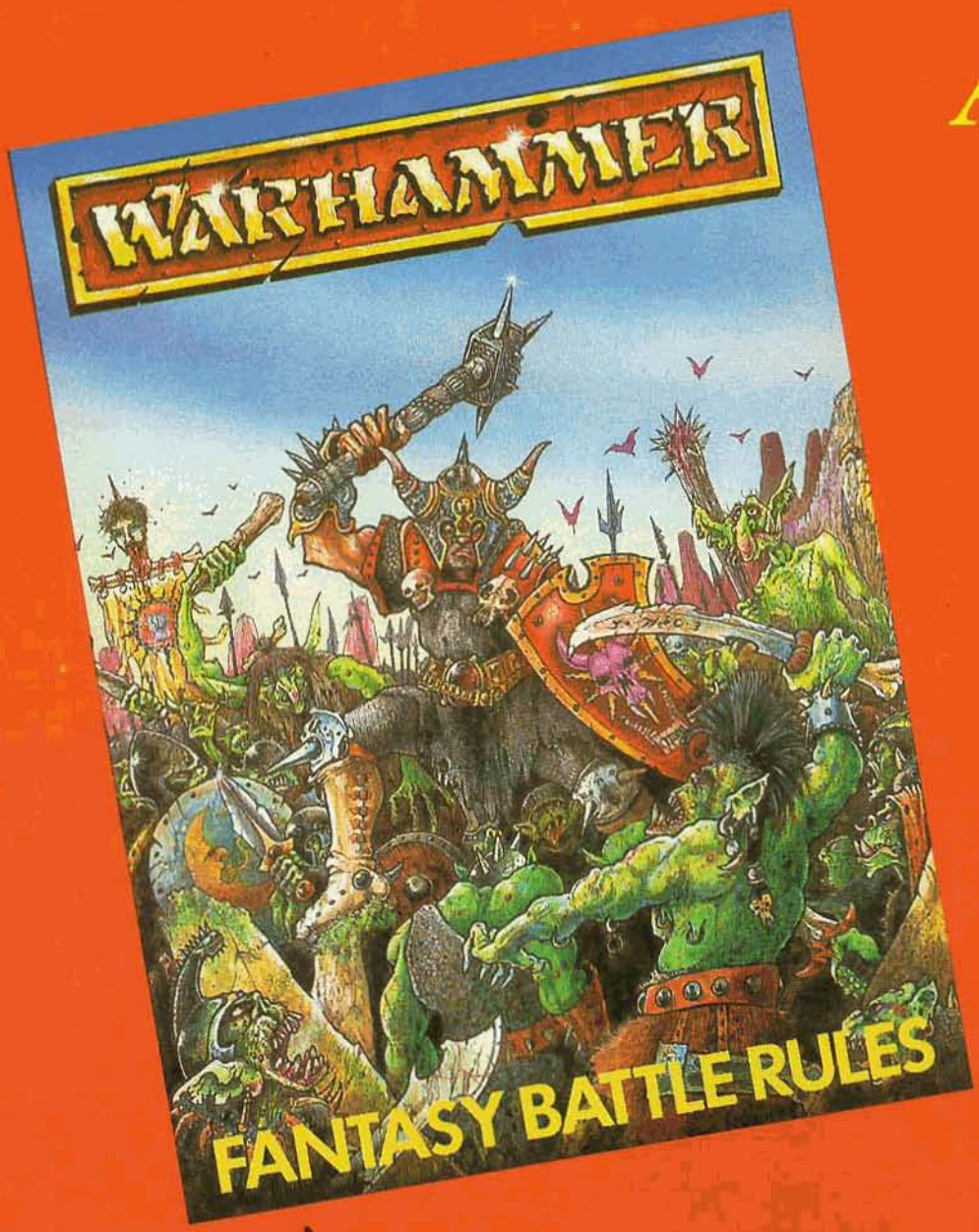
WHITE DWARF

001645

THE DAWN OF UNLIGHT
An AD&D/MERP Scenario

STARFALL
A Star Trek Adventure

LET'S SMASH SKULLS *AGAIN!*



WARHAMMER FANTASY BATTLE RULES enable you to re-create fantastic battles on the table top. Players take command of powerful armies, cunning wizards and mighty heroes in a world where magic works and the nightmare creatures of legend are deadly real.

The box contains three rules books — COMBAT, BATTLE MAGIC and BATTLE BESTIARY; character cards, a playsheet and an introductory scenario - The Magnificent Sven.

THE NEW SECOND EDITION FEATURES A COMPLETELY REVISED AND EXPANDED RULES SYSTEM

WARHAMMER is published by CITADEL MINIATURES, Chewton St., Eastwood, Nottingham and is available in better shops everywhere. In the USA, please contact GAMES WORKSHOP (US), 911OF Red Branch Road, Columbia, MD 21045.

GAMES WORKSHOP *Mail Order*

SUMMON DOWN TO GAMES WORKSHOP!
If you've had the devil's own job deciding what new game to buy—read on!
Quest to find the Crown of Command in Talisman.
Blow away the roadhogs with Battlecars and Battlebikes.
Become a Timelord in Dr. Who.
Hunt the perp with Judge Dredd.
Have a drink in the Prancing Pony in Middle Earth.
Beam down in Star Trek RPG!
Fire photon torpedoes with Star Trek Ship Combat.
Zoom around in Golden Heroes.
Just drop us a line or phone right now for hundreds of games from D&D to Panzer Armee Afrika. Plus magazines, dice, floor plans and miniatures.

NEW WHITE DWARF RATES
UK—£11 Europe—£22
Overseas Surface—£22 Overseas Airmail -£33

THE BLACK SUN
Send us your name and address and up to 6 first or second class stamps; we will send you free copies of the Newslatter untill the stamps run out. FREE TO WHITE DWARF SUBSCRIBERS!

*** NEW * NEW * NEW ***
Please phone for availability and prices.

TSR
B7 Rahashia £4.95
B8 Journey to the Rock £4.95
X7 War Rafts of Kron . £4.95
X8 Drums on Fire Mountain £4.95
CM2 Deaths Ride ... £4.95
CM3 Sabre River ... £4.95
Legends and Lore (previously Deities and Demigods) .. £10.95
CB2 Conan Against Darkness £4.95
Dragon Lance Sourcebook £4.95
DL3 Dragons of Hope . £4.95
DL4 Dragons of Desolation £4.95

GAMEBOOKS
Rings of Kether (FF) . £1.75
Space Assassin (FF) . £1.75
The Crown of Kings (Sorcery) £1.95
Chasm of Doom (Lone Wolf) £1.50

Iron Crown
Rangers of the North ... £ ?
MERP Combat Screen . £4.95
Monsters & Treasures (Rolemaster) £8.95
Moria 1 ..... £8.95

Others
Monster Coliseum (RQ) £16.95
Book of Tables (P&P) £10.95
Perilous Land (P&P) £20.95
Omega Kron (LOC) .. £7.80
Twilight 2000 (RPG) £16.95
Goldfinger II £7.80
Man with the Golden Gun £7.80
Spice (Dune Module) ... £ ?
Duel (Dune Module) ... £ ?

GAMES WORKSHOP BOARD GAMES
Judge Dredd £7.95
Battlecars £7.95
Battlebikes £4.95
Talisman £8.95
Calamity £8.95
Doctor Who £7.95

GAMES WORKSHOP PRINTED ROLE PLAYING GAMES
Star Trek RPG £9.95
Star Trek III Ship Combat £9.95
Golden Heroes £8.95
Middle Earth Role Playing £9.95
Call of Cthulhu £9.95
Starter Traveller £7.95

CAR WARS
Car Wars £6.95
Sunday Drivers £6.95
Truck Stop £6.95
Car Wars Exp 1 .... £4.95
Car Wars Exp 2 .... £4.95
Car Wars Exp 3 .... £4.95
Car Wars Exp 4 .... £4.95
Car Wars Exp 5 .... £4.95
Car Wars Exp 6 .... £4.95
Car Wars Ref. Screen . £4.95
Convoy (Solo) £6.95

Autoventures
Turbofire £6.50
Hell on Wheels (Solo) £6.50
Ultraforce £6.50

WARHAMMER
Warhammer (Revised) . £9.95
Warhammer Posters .. £2.95

GAMES WORKSHOP FANTASY ROLE PLAYING ACCESSORIES
Dungeon Planner I .. £4.95
Dungeon Planner II .. £4.95
Dungeon Floor Plans I £2.99
Dungeon Floor Plans II . £2.99
Dungeon Floor Plans III £2.99
Dungeon Floor Plans IV £2.99
Dungeon Mapping Sheets £1.99
Wilderness Hex Sheets . £1.99

Send your orders to: **Games Workshop Mail Order, 27/29 Sunbeam Road, London NW10 6JP**
Please make all cheques/POs payable to **Games Workshop Ltd.** **NO CASH PLEASE!**

Telephone orders using credit cards, or enquiries, phone **01-965 3713** Mon-Fri 9.30am-5.00pm.
Orders under £6.00 add 60p post and packing.
Europe: add 33% carriage/**other overseas**: add 55% carriage

TimeScape ADVENTURES

Department WD,
P.O. Box 9,
Harwich,
Essex,
CO12 3HD.
Tel.: 0255 553312

ADVENTURERS RALLY YOURSELVES!

to this exciting role-playing holiday experience

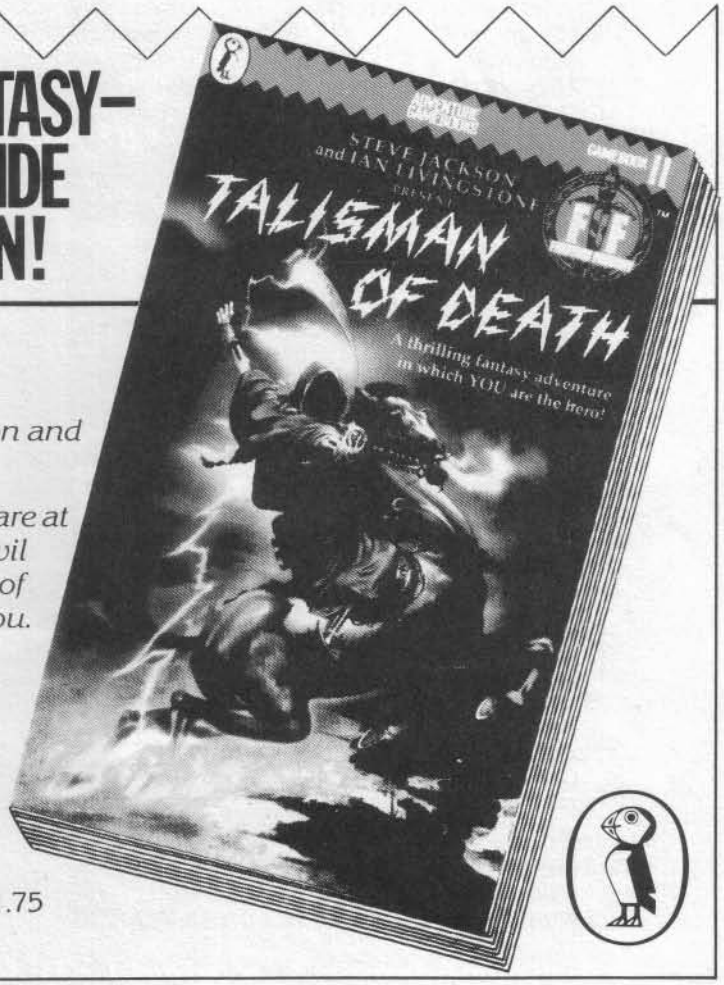
Spend seven exciting days in the company of fellow bravadoes in and around the historical city of Leicester under the guidance of our expert staff.

Everything you need for an exciting week is provided plus single or twin facilities and all meals. Each of the three major adventures lasts four hours and takes you from fantasy hero through Gothic horror story to futuristic investigator, teaching you the use of safe weapon combat and fully interactive computer gaming. In addition there are many other activities:- being a "monster" against your fellow adventurers; playing board, war, role playing and computer games; making weapons; taking a video of your holiday; plus much much more!

The holidays are available from July to September this year. Send a large, stamped self addressed envelope now to recieve complete details of our exciting vacation package.

If you book before 14th April you will be given a fourth major adventure absolutely free of charge!

FIGHTING FANTASY– A WORLDWIDE SENSATION!



Look, mortal!

The latest bone-crunching challenge from **Fighting Fantasy** *gamesmasters Steve Jackson and Ian Livingstone is now upon us.*

In the once-peaceful world of Orb, dark forces are at work to unleash the awesome might of the Evil One. Your mission is to destroy the Talisman of Death before the dark lord's minions reach you. But beware! Time is running out...

Take up the challange NOW...while stocks last.

Published by Puffin Books £1.75
Available at bookshops NOW.

WHITE DWARF

Issue 64 April 1985

EDITOR: Ian Livingstone
ASSISTANT EDITOR: Jon Sutherland
ART EDITOR: Mary Common
EDITORIAL ASSISTANT: Ian Marsh
PRODUCTION ARTIST: Brian Cumming
PASTE-UP ARTIST: Shelagh Dwyer
COVER: Peter Andrew Jones
ILLUSTRATION: Declan Considine, Mark Bentham, Nicholas Bibby, Kevin Bulmer, Nic Weeks, Bill Houston
TYPESETTING: Anne Kiernan
CONTRIBUTING EDITORS: Dave Langford, Albie Fiore, Marc Gascoigne, Gary Chalk, Joe Dever, Simon Burley, Peter Haines
ADVERTISING: Jon Sutherland
PUBLISHER: Games Workshop Ltd
Printed in England
All correspondence should be addressed to *White Dwarf*, 27/29 Sunbeam Rd, London NW10 6JP.

A couple of years ago, I was invited to visit *Treasure Trap*. This entailed hitting a lot of people dressed up as monsters with a foam-clad sword. It was fun, but dirty and potentially dangerous. Last month in Dallas, I visited *Planet Photon*. Running around a 10,000 square foot 'alien terrain', I indulged in an SF battle with equipment that included helmets with radio transmitters and receivers, laser-like 'guns' that trigger sensors when their bursts strike their targets, power belts with a microprocessor to analyse and report on my performance. Needless to say I enjoyed myself. The one conclusion is that role-playing gamers can really enjoy 'real' role-playing given the right environment and equipment. It could be part of the leisure centres of the future. In the meantime, I'll keep rolling the dice and will give a full account of *Planet Photon* soon.

Ian Livingstone

FEATURES

News of the World — *by Jon Smithers* — 6
Government policies axe PCs shock!

Starfall — *by Marcus L Rowland* — 16
An Enterprising adventure in space

The Dawn of Unlight — *by Graham Staplehurst* — 28
A web of intrigue under Mirkwood

Dark Agents of this Night — *by Phil Masters* — 34
Handling modern-day ninja

DEPARTMENTS

Critical Mass — *by Dave Langford* — 11
Our knave changes his image . . .

Open Box — 12
RuneQuest 3 in depth

The Travellers — *by Mark Harrison* — 15
Follow them if you can!

Thrud the Barbarian — *by Carl Critchlow* — 23
Read our hero's currant adventure

Heroes and Villains — *Simon Burley and Peter Haines* — 25
Golden Heroes column edited by the dynamic duo

Letters — *edited by Ian Marsh* — 27
Readers' views, questions and comments

Fiend Factory — *edited by Albie Fiore* — 40
Monsters for *AD&D*

Crawling Chaos — *edited by Marc Gascoigne* — 43
Marked for life?

Tabletop Heroes — *by Gary Chalk and Joe Dever* — 44
Proxy Painting – figure painting services

Treasure Chest — 47
Spells for Friends – useful magic for *AD&D*

Newsboard — 49
Hobby news and events plus *Gobbledigook*

Small Ads — 51
Games for sale, clubs and announcements

SUBSCRIPTIONS:
Please send and make remittance payable to: *Games Workshop Ltd*, 27/29 Sunbeam Rd, London NW10 6JP. Tel: 01 965 3713. *White Dwarf* is published monthly. Annual subscription rates are: **UK - £11.00; Europe - £22.00; other overseas surface - £22.00; other overseas airmail - £33.00; USA** - contact *Games Workshop US*, 9110F Redbranch Road, Columbia, MD 21045, USA, 301 964 0262.

SUBSCRIPTION NOTICE:
When you want to inform us of a change of address or subscription renewal, or if you have an query, please write to *Games Workshop Ltd*, 27/29 Sunbeam Rd, London NW10 6JP and make sure you tell us your present name and address (*old* address if address is changing). When you subscribe, please tell us whether you are renewing an old subscription or starting a new one.

OVERSEAS DISTRIBUTORS:
USA: Games Workshop (US), 9110F Red Branch Road, Columbia, MD 21045.
Canada: RAFM Company, P O Box 62, Paris, Ontario, N3L 3E5.
Australia: Jedko Games, 18 Fonceca Street, Mordialloc, Victoria 3195, Australia.
New Zealand: Blackwood Gayle Distributors, P O Box 28358, Auckland, New Zealand.

ISSN 0265-8712.

All subject matter in *White Dwarf* is copyright of *Games Workshop* Ltd.
All rights on the contents of this publication are reserved. Nothing may be reproduced in whole or part without prior consent of the publishers. ©*Games Workshop Ltd, 1985.*
Dungeons & Dragons® and *Advanced Dungeons & Dragons*® are registered trademarks of *TSR Hobbies Inc.*
RuneQuest™ is a registered trademark of *Chaosium Inc.*
Traveller™ is a registered trademark of *Game Designers' Workshop.*

The opinions expressed in the articles and reviews are those of the authors and reviewers and not necessarily those of the publishers. Display advertising rates and trade enquiries are available on request.

Contributions: The editor will be pleased to consider any previously unpublished articles or artwork for inclusion in *White Dwarf*. Contributions should be typed, double-spaced on one side of the paper only.

NEWS OF THE WORLD

A Look At Government, Law and Conflict in Fantasy Campaigns

by Jon Smithers

What are the real life goals of the characters in your campaign? Wealth, prestige, power? The first is easy to achieve through continual dungeon bashing, but how can prestige and power be attained without some sort of outside activity? There are often several villages and one or two towns in most campaigns, however, in many cases these signs of civilisation are pretty much the same, making the world outside appear boring compared to the eternal treasure hunt.

With some thought a campaign can be brought to life by creating a whole range of nations; not just the typical feudal kingdoms but also democracies, dictatorships and empires. Onto this tapestry can be weaved a pattern of conflict, again not just the usual fight for survival by humankind and its demi-human allies against the evil hordes, but also civil wars and wars between states. These wars become easier to establish when there are different types of government. A consequence of this type of background is that it gives players a greater variety of aims for their lives other than amassing wealth and building castles for a safe and happy retirement. Local nobles may resent the presence of the nouveau-riches characters, or the players may wish to overthrow a dictator or become one themselves. This way they can achieve true prestige and power over their fellows if this is what is desired, something hard to achieve if there is no political background.

It is impossible to provide a complete guide to the different types of government, their varying legal systems and conflicts in an article of this length. It is hoped, however, that the ideas herein will give the harassed and overworked referee something from which to work and make the escapades of his adventurers more interesting without resorting to more and more monsters and encounters.

GOVERNMENT

In most campaigns there are only a limited number of government types, usually of the feudal kingdom ilk with an occasional empire thrown in for variety. However, this short changes the world you have created and the characters who have to live in it, for it could be said that there are almost as many types of government as there are people who think about such things, and you needn't be a student of politics to discover many of them.

A glance at a book of European history will bring to light more than a few types of governments. There were the great empires of Egypt, Persia, and Rome; all of which were different from each other. Then there were the states of Ancient Greece. Even within this small geographical area and historical era there were a number of different government types, ranging from democracies to dictatorships and republics to monarchies. Later we have the dynastic kingdoms of petty nobles such as France and Spain; feudal England with its knights and yeomanry; the Holy Roman Empire and finally, the City States of 14th Century Italy and Germany run by small princes, popes and guilds.

This need not be your only source of inspiration, since the Middle and Far East provide equally useful examples. Indeed you need not stop with historical information. Fantasy literature makes equally good reference material in many cases, for the nations' rulers in these novels are usually mentioned briefly and can be taken out and used in your campaign. L Sprague de Camp's *The Goblin Tower* is a good example since a great many governments are mentioned, some in detail. All this is merely the tip of the iceberg and doesn't account for the imagination of each individual referee.

Having selected the types of political institutions which fit the character of the campaign, a fairly pleasing result can be achieved placing them on a map at random. This is much the same as using random monsters in a scenario, something which most self-respecting referees would not do. It is a far better idea to put some thought into the placing of political bodies because each type of government is a result of history and, to a lesser extent, geography. This can be done in reverse, so that the reasons for the existence of a particular government type can be made after placing, but this has complications of its own. After a while, reasons for existence become a little thin on the ground and lead to repetition and decreasing logic. Once again a bit of thought beforehand becomes necessary to avoid stagnation.

History is the prime creator of political institutions and thus some idea of the history of the world is a considerable advantage. This need not be worked in great detail, all that is necessary is a broad outline of what has happened, eg great wars, the decline of large empires, the gradual rise from barbarism, etc. It is these events and their effects on certain areas which result in differing types of government. For example, have there been any wars in a certain country for a while? If so then the chances are that a dictator, king or the military is the ruling body and has forced the people into these wars. Likewise peaceful nations are likely to be more democratic since most people dislike war and will thus avoid it as much as possible. If the country was once part of an empire then the government of that country is likely to be a reaction to this. Thus post-imperial nations will give the people a say in the running of their country to variable degrees: this would result in limited monarchies, republics and guild-run states. Religious history will also affect governments. If there is a god of authority, for example, then there is a greater chance for theocracy to exist. These examples illustrate how history can affect the type of government in any one country and after logical reasoning the referee will be able to see the way in which his world's history can affect its political structure.

Consider a world with two large continents, one in the north and one in the south, connected by a strip of land about 200 miles wide and 1000 miles long. The southern continent and the central lands were ruled by a divine emperor for 10,000 years whereas the heavily forested northern continent was still in a state of barbarism and of no value to the empire. After 500 years the people of the central area became dissatisfied with the empire, (which was already beginning to decay) because all the power was in the imperial capital 4000 miles away. Gradually the small princes of the area mobilized their people against the empire. The empire was eventually restricted to the southern continent and new states began to form. These were far more democratic than the empire had been and were largely republics or limited monarchies. This was all in reaction to the newly won freedom from the overbearing empire.

However, the history of these new 'city states' (similar to those of Renaissance Italy) in the last 500 years has not been peaceful and wars have been fought between them. The result is that two heavily defeated republics have been replaced by a dictator and the military, who were able to discredit the old leaders due to the lost wars and promise a new age of national splendour. A large invasion by evil hordes from the north, only stemmed through the bravery of the local clerics, has led to the establishment of a theocracy, for the people came to believe after the war that rulership should not be left in the hands of mere mortals but should be entrusted to the gods. Thus they placed the government of their nation in the hands of their clerics, the agents of the gods on earth.

This is only half the story, for what of events in the north? However, it does show how history and the decline of an empire has led to a number of small states attempting to fill the power vacuum left. In their attempts to do this, wars have influenced their political nature. Thus history has created a small democracy, two monarchies, a dictatorship, a militocracy, two republics and a theocracy.

THE LAW OF THE LAND

It is not just the leaders of a nation which make it different from other nations but also the laws which they create. Since it is likely that the adventurers will come up against the law by breaking it, rather than against rulers, the laws of the land and their enforcement are of more importance than the nations themselves. There are more than just state laws to be considered, for there are also religious dictates, and even local customs can take on the semblance of law in isolated communities. These are some of the problems that characters can come up against in their dealings with the civilised world which limit their activities, for such areas need some sort of order to survive. Therefore it is as important to ensure that legal systems are not identical as it is to make the rulers who make the law different.

With a little consideration it can be seen how the rulership of a nation can affect its laws. To begin with the more democratic a nation, the more likely it becomes the law will affect everyone in the same way. On the other hand, in dictatorships and autocracies, laws will affect people differently depending on who they are. The number of treasonable acts in these countries will be greater due to the inherent instability of such governments. In these types of government the leaders may be given all the power to do with as they wish. It may be disguised in legal terms but they will be able to take what they want and murder who they wish through the law which they create. In more democratic and benign states this is less likely to happen because the people have more control over their rulers.

There is little else one can say to advise a referee on specific laws other than to list a complete set of medieval laws, but that could become very boring. However, there would be laws relating to crimes against the person (eg murder), property (eg theft), and the nation (eg spying) and laws covering taxes and tariffs, etc. All laws should be created for a specific type of nation. For example, a nation that exists mainly on trade may have low tariffs to promote this but may not allow foreigners to own any land or ships because these are valuable and scarce commodities.

Regardless of the laws a referee creates for his world, sooner or later the characters will break them and the natural result of this is punishment. Indeed it is punishment, or rather the differences in punishment, which distinguish one nation from another and careful consideration of this aspect is important.

What kind of punishments are available for use? For lesser crimes fines and/or confiscation of property may be all that is needed. Criminals may be placed in the stocks or imprisoned, receive 50 lashes or the dismemberment of a limb, be sold into slavery, banished from the land for other crimes and, of course, there is the *ultimate* penalty – death by various unsavoury methods. Exactly which methods of punishment are used depends in the main upon what the country is like; history and government type can be used as the criteria for judging the penalty for a convicted criminal.

For example, a peaceful country ruled by a popular king has fairly lenient laws. A convicted thief may only be fined the equivalent of the price of the goods he stole on the first few occasions. However, if he consistently persists in committing these crimes then he will eventually be imprisoned. Murder, especially if the victim is of the nobility, may only be banished from the kingdom on pain or death. However, a nation ruled by an evil dictator is more likely to have extremely painful punishments and the death penalty would be given for more crimes. The death penalty may in some cases not be used for reasons other than humanitarian. For example, if the population of a country is small and workers are a valuable commodity then the death penalty may not be a very suitable punishment since the criminal could be sold into slavery and valuable, possibly dangerous work can be got out of him rather than simply adding to the undertaker's workload. Of course there will be many examples between these extremes and again it is up to individual referees to decide how harshly crimes will be treated. However, it must be thought through logically beforehand otherwise decisions may be made in the heat of the moment which may be disasterous and inconsistent to boot.

Another aspect of law which distinguishes one country from another, even one town from another, is its enforcement. This is the means by which criminals are tracked down and it affects how they are treated once captured. In a town where the enforcement agencies are professional and well organised, there will be a greater chance of being captured and, when caught, being treated fairly. The captors will know and will take as many liberties with the prisoners as they can get away with; including pocketing prisoners' personal property, selling prisoners as slaves or even killing them if they believe it is safest that way.

In prison the treatment of prisoners will also vary according to the society in which they are being held. A dictatorship would be liable to execute anyone who it is expedient to get rid of, regardless of their guilt. Various methods may be used to gain a confession depending upon the society. A good and honourable king may rely on his priest to cast *Detect Lie* spells, etc whilst other regimes may use other more 'effective' methods. Judges may take bribes in certain areas whereas in others they may be more scrupulous. This kind of affair can be left to the individual referee to work out, but once again it should be worked out beforehand. A good example of law and how it can work is an individual city can be found in the *Irilian* series, especially Part 6 (*WD48*).

But what of religious law? Most of the above statements can be applied here also. However, religious laws tend to have little foundation in truth and reason and are therefore harder for the average player to establish until he's broken one. Blasphemy is an obvious religious law but many others will exist, eg 'No man may bring a flame into a temple of Thor'. (Because of his hatred of Loki, the god of fire). It is also true that since religious laws are the means of ensuring loyal worshippers who do as they are instructed then people who break such laws must at least be seen to have been punished. Normally there will be no escape from punishment by bribery and everyone will be dealt with in the same way. Punishments and guilt tests will vary with the god; gods of fire will use fire, people who break the laws of a storm god may only be found guilty if there is a storm on the day of execution (or the opposite may apply). Religious laws, consequently, are a very dangerous feature of society because of their illogical nature and the severity of their enforcement and punishment.

Finally there are local customs. Although not backed by law these will affect relationships between characters and the local populace, if not adhered to, especially in small, isolated areas. These customs may seem strange to outsiders but they were once based on the fact and the referee should consider them when establishing such customs. A certain building or area, for example, may be taboo due to some strange deaths that happened there in the past.

Local customs may be the reason for the continued existence of the community, especially those concerning farming eg planting when certain wild-plants flower. Anyone breaking these customs will be seen by the locals to be threatening their continued existence and will be dealt with accordingly. Local customs and rites, because they are so bewildering to strangers, can also be a cause of extreme consternation to player characters in the same way as religious laws.

THE WARS OF THE WORLD

World conflict is something which characters can become really involved in, whether as soldiers of fortune, generals patriotic leaders, spies or commandos. Conflict is also a major element in making a world come to life as a world without conflict is an unexciting place and there would be no need for adventurers to save people from harm (which is, after all, what they spend most of their time doing) since nothing threatens the people. Conflict has many forms – from petty arguments between guilds up to full scale war. It is the latter which is inherent to most fantasy literature and to which characters can most relate to.

War is a very general term: there are religious wars, interstate wars, wars between local nobles, civil wars and of course racial wars. These will be covered in due course but the effects war has on characters must be noted. Firstly, do they take sides; if not then they will probably be treated with suspicion by both sides and liable to death accordingly. If they do take sides then not only do they have a cause in life but they will also have enemies to complicate matters. As characters become more powerful then they can influence wars in a decisive way, maybe even starting them.

Another aspect of war to consider in a campaign is whether or not the wars are isolated or part of a greater pattern of conflict. There could be a religious war between good and evil, for example, which will never end until one side wins everything. This war may not always be noticeable but nevertheless is always present. Alongside or within this major conflict, inter-

state wars, civil wars and race wars may be occurring as well. Are these merely isolated examples of man's need for war or part of the greater war which inevitably affects everyone, the religious war?

How wars are related, what wars are going on and how they affect the characters is entirely up to the referee. But again it should be noted that everything needs planning beforehand. Since it is difficult for player characters to have decisive effect in a war the referee can plan out wars in advance. A calendar can be made of important events such as when wars start, dates of major battles to come and when the war ends. This allows the referee to tell his players what is going on in the outside world so they can make choices accordingly, this is especially important if they are in a war zone.

RELIGIOUS WAR

This type of war can have two aspects. There can be the great struggle between good and evil for domination of the world, in which the gods set their forces against each other in a war which only one side can ultimately win. In this type of war the gods can be seen as attempting to direct the world to their ideals and to do this they will use their worshippers. Because gods cannot (and should not) interfere directly, powerful leaders will be spoken to by their god and directed to take certain actions; the forces of evil will swarm out of the dark and hidden places to attack the world, the good people of the world will, for their part, attempt to discover these secret places and destroy their evil inhabitants. Neutrals will either be attempting to maintain the balance or will not care what is happening or who wins. The ultimate aim of this type of religious war is of course the complete annihilation of the opposite side. Of course, at times, the war may die down altogether as both sides regroup their forces after a particularly devastating episode. Even in these apparently peaceful times the war will probably still be going on, although by more subtle means. Spies will be sent out, evil men placed in the courts of good kings to influence them by subtle means, assassinations will occur etc.

The second aspect of religious war may not be as apocalyptic for the world but is just as important for the deities and worshippers concerned. This is a war between the worshippers of individual gods. For example, the druids of a nature god may be in continuous conflict with the clerics of an agricultural god. The druids are attempting to prevent the spread of organised agriculture and preserve nature at all costs, while the clerics will be attempting to increase the amount of cultivated land. This type of war will be more subtle in many ways – all out war will be uncommon and guerrilla warfare techniques likely such as the burning of farmland by the druids.

How does a religious war affect the characters in a campaign? When they begin their careers they may not notice its effects at all. They may defeat a tribe of orcs which are threatening a village not realising that these attacks were actually part of a greater plan to take over the country of which the village is just a small part. More powerful characters will be approached by leaders of one side or another or even commanded by the gods to go on a quest. This type of war gives a greater purpose to adventuring than the mere accumulation of wealth.

INTER-STATE WARS

This is the most common form of war in the real world and in fantasy literature. Wars between countries are normally fought over a specific issue and complete annihilation of the opposition is not necessarily the purpose of the war. The war may begin because of territorial disagreement, an old grudge or a dislike of the opponents' politics among other reasons. In many cases the war will end as suddenly as it began and for equally whimsical reaons. (The aims of the war having been achieved being the usual reason but others are obvious if the idea is thought through.)

This type of war mainly affects players when they are in the war-zone where they may need to declare which side they support. If they do so then enemy territory is going to become a hostile environment even with the absence of dangerous monsters to fight. If they are citizens of one of the combatant nations then they may have little choice in taking part in the war. They could be drafted into the army against their will or attacked, if they are in enemy territory, simply because they are the 'accursed' foreigners'. Then again the enemy one moment could be a friend the next, and vice versa. Keeping up with the situation can become a serious problem for adventurers who thinking they are in friendly territory, are surprised to suddenly find themselves attacked by a totally new 'enemy'.

WARS BETWEEN RACES

Racial war is typified by that between orcs and elves, however, this is only the beginning, for what of an alliance of all the goblinoid races in a war to the death against an alliance of dwarves and men? A good example of a race war which the characters can become involved in is *TSR's Against the Giants* series of modules. It is preferable that the enemy have some sort of access to magic since this means that they will not have to resort to the usual goblin horde style of attack. In the above example the drow were behind the alliance of giants and they make excellent enemies for a race war. The draconians from the new *Dragon Lance* modules also seem to have the makings of an ideal enemy race.

A race war is a conflict with no compromise between the two sides; it is similar to the religious war since genocide is the aim of at least one of the sides, if not both. As long as the hordes are large or powerful enough then there is plenty of scope for the adventurers to become involved in the war. They could be hired as commandos by either side or attack isolated groups of the enemy race, say. Players may even prefer to work for their own benefit against both races, an example of the variety war can give to a campaign.

CIVIL WARS

Civil war can either be a bloody war – war of the worst sort in which families become divided – or a quiet, almost unnoticed revolution until the final coup takes place. This type of conflict, in either of its forms, is an ideal way of introducing characters to the socio-political environment which they are living in.

In the first scenario there will be no way of characters escaping the war short of leaving the country. They will be questioned as to which side they are supporting and the signs of war will be all about them. If they insist on changing their allegiances they will eventually be the enemies of all. Even if they do take sides they will be continually attacked by enemy troops and their movements will, in all likelihood, be extremely limited. The characters will also be treated very warily by the peasantry of the land, if not with hostility, looking on the characters as yet more soldiers come to take their food and menfolk. They will also have to look out for traitors, especially if they are in enemy territory.

In the quiet, plotting subterfuge of the secret revolution characters may be called upon to assassinate popular leaders, rabble rouse in crowds or infiltrate the police or military in an attempt to reduce its effectiveness or even bring it over to the side of the rebels.

Civil war is a nasty business and can lead to all sorts of problems for players, especially if they supported the losing side. If they backed the winning side then they may receive positions of power as a reward. This success may only be short-lived for if there is a subsequent successful counter-revolution then they will be in as much trouble, if indeed not worse trouble, as they would have been if they had lost in the first place.

CONCLUSIONS

Conflict is an essential part of any campaign since it helps to create a 'real life' for characters. This is because it forces them to make decisions which influence the rest of their lives; it gives them a purpose in life and a cause for which to fight. Without it dungeons have little meaning and life becomes a long series of treasure hunts.

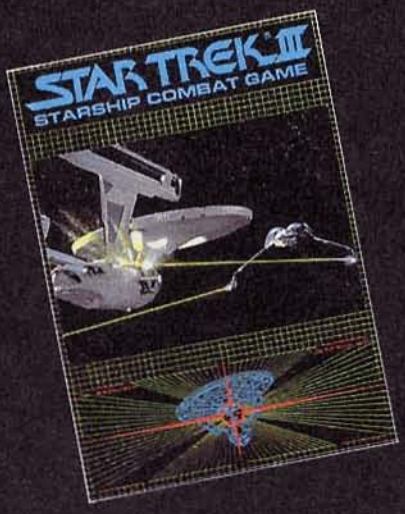
Since conflict is normally due to some grievance with the world, its existence is helped by the presence of different governments and laws. These in themselves help to create a more believable world for characters to live in. Without them the world outside the dungeon becomes a boring place where nothing of consequence happens and is relegated to the role of shopping centre where they only go to buy equipment and spells, etc.

An aim in life is essential for the creation of a good character and a believable world helps the players in this respect. Whether it be the extermination of a race, the expansion of a religion or the overthrow of a government, character aims help bring the world to life. A well-planned world also helps to show the players that they cannot get away with everything that they may wish to without considerable effort, for there are forces at work, both seen and unseen, which will not allow them to. Of course they may wish to remove these restricting influences – now that really is an interesting idea! □

FIRE PHOTON TORPEDOES!!!

STAR TREK® III

STARSHIP COMBAT GAME



Take command of a starship and outmanoeuvre the enemies of your race to gain victory. Hide in asteroid fields, lay traps with deadly gravitic mines, or battle for planets in this fast-paced, exciting game.

This easy to learn combat game allows you to fly the famed *Enterprise*, a Klingon battlecruiser, a Romulan warship, or one of twenty different starships in the *Star Trek* Universe.

WHAT YOU GET:

- INTRODUCTION TO STARSHIP COMBAT complete with introductory story.
- BASIC STARSHIP COMBAT, the rules for the basic game.
- ADVANCED RULES detailing further rules to make *four* different games in one: *The Basic Game; Advanced Starship Tactics; Expert Starship Tactics*; and *Command & Control* which introduces role-playing into starship combat.
- STARSHIP DATA & COMBAT CHARTS for the various craft.
- MASTER CONTROL PANELS for recording your ship details during play.
- 78 FULL-COLOUR DIE-CUT SHIP COUNTERS for use in play.
- DIE-CUT DISPLAY COUNTERS for use on the Master Control Panels.
- STARSHIP COMBAT HEX GRID play sheet.
- 1 TWENTY-SIDED DICE for use in play.

Copyright © 1984, Paramount Pictures Corporation. All rights reserved.
STAR TREK® is a trademark of Paramount Pictures Corporation.
STAR TREK® III: The Search for Spock products are manufactured by Games Workshop under exclusive licence from Paramount Pictures Corporation, the trademark owner.

PUBLISHED IN THE UK BY GAMES WORKSHOP LTD UNDER LICENCE FROM FASA CORPORATION

BEAST ENTZ NEWS

(Bringing Barbaric culture to the civilized world)

DRAGON-ROARS HEARD IN BEAST WAREHOUSE

SUCCESSOR TO DWARVEN KING NAMED

PRICE OF TORMENT GOES UP!

FREE FLOORPLANS SHOCK

Strange noises at Beast HQ were yesterday found to be due to a large number of **DRAGONROARS** - part of a consignment of high quality games and play aids from Standard Games. Amongst the ensuing chaos could be found the entire range of games, maps and game components, as well as the popular A4 sized hex pads, macro hex pads and character records. A Beast spokescreature said that the company would now be distributing the items following receipt of suitable GPs.

The successor to **The Halls of the Dwarven Kings** has been named as **The Lost Shrine of Kasar-Khan,** available now from Beast Entz or good games shops. Interested parties were referred to page 38 for further details, where an outbreak of **Endless Plans,** now securely boxed, could also be found.

Wily wizards could be found today feverishly inscribing parchments in payment for issues 1 to 6 of **TORTURED SOULS!** in an attempt to beat the price rise on April the 1st. Issue 7 - appearing shortly - will cost £2.95, as will other issues purchased from the 1st of April onwards. The good news for existing subscribers is that they will still receive issues until their sub. runs out, and hence save even more precious GPs.

Stunned onlookers have again been doubting the sanity of the Beast following the disclosure of the latest ongoing Beastie Mega-Freebie Scenario (a rather plush-looking set of colour floorplans free with a special AD&D/BASIC/-DRAGONROAR competition module in **TORTURED SOULS!** 7).

Tortured Souls! (2.95), Starstone (3.95), The Halls of the Dwarven Kings (7.95), The Lost Shrine of Kasar-Khan (4.95), Endless Plans sets 3, 4, 6, 7 & 8 (3.99 each), Dragonroar (12.95), Cry Havoc, Siege, Samurai Blades (9.95 each), Scen Book 1 (2.95), Starship Captain (12.95), Hex Pad, Macro Hex Pad, Character Pad (1.95 each) are all distributed by, and available (POST FREE) from: BEAST ENTERPRISES LTD. DIVINITY ROAD, OXFORD, OX4 1LR
£ sterling, add 25% to total for Europe, 50% overseas.

Windermere, Cherrywood R.d. Loughlinstown
Co Dublin, Ireland.

T.A.T.T.L.E.

The Lucrative Exchange.

Tribute, Adventurer's Tavern -

PROUDLY PRESENTS

A new prospect for Gamers -

AD+D, D+D, RQ, CoC, T+T, Traveller

DOWNCAST FANATICS

HELLO, GREETINGS and WELCOME
Our Club Offers:

1) Hiring of games from such famous names as AVALON HILL and GAMES WORKSHOP.
2) Hiring of professionally produced adventure scenarios.
3) Hiring of up to 5 member written scenarios for a month at a time.
4) Discounts on many and various adventure related products and activities.
5) Reductions on prices of the very best amateur 'zines available.
6) A free 20 page 'zine packed with news, gossip and great competitions.
7) A complete computer adventure club.
8) A "best scenario of the year" award.
9) Plus lots more goodies with so much good will and efficiency it will make you take pride in being a member of this unique club.

Full details available - ABSOLUTELY FREE.

GREEN MACHINE GAMES

19 EAST STREET
TOWER HAMLETS
DOVER, KENT.
TEL: 0304-203372
Mon-Fri: 9-5.30
Sat: 9-5

THE WARGAMES STALL
INDOOR MARKET
20 ST. PETERS STREET
CANTERBURY
TEL: 0227-68844
Mon-Fri: 10-5
Sat: 9.30-5.30

Stockists of most Roleplaying, Wargame, Fantasy and Sci-Fi Games.
Also Fantasy and Sci-Fi posters in stock.

The *Gameskeeper*

105 COWLEY ROAD, OXFORD
TELEPHONE: (0865) 721348

Create your own fantasy world — we have the components!

Critical Mass *is a regular fantasy and science fiction book review column by Dave Langford. This issue . . .*

No More Niceness?

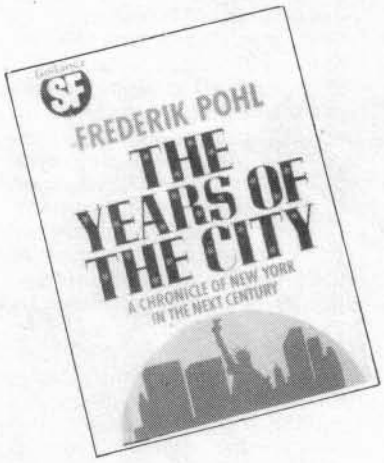
Often I get letters from my enormous readership (a phrase I'll have to stop using if, like the other half of the Langford fan club, he goes on a diet). Typical comments: 'You are the greatest literary genius the world has known, can you lend me a fiver?' 'Why won't you review my wonderful *Penguin Fighting Fantasy Gamebooks*, you bastard?' 'Why don't you just throw yourself down a forty foot canvas tube lined with fish-hooks?' The latest letter, though, contains a hideous accusation – that this column has become too nice. Argh . . . anything but *that*!

The appalling truth is that publishers have rumbled me. No longer do they send Stephen Donaldson epics neatly trussed for the slaughter, or Asimov novels so flatulent that you daren't squeeze them in public: I even hear I've been blacklisted and won't receive my coveted freebie copies of L Ron Hubbard's 10-volume sequel to *Battlefield Earth*. Instead, some fiendish publishers have hit on the idea of offering good stuff . . .

Such as Terry Pratchett's *The Colour of Magic* [*Corgi* 238pp £1.75]. I enjoyed his earlier *Strata*, an essential companion to the *Ringworld* RPG since it comprehensively takes the piss out of Niven's 'Known Space'. The new book tackles fantasy, titivating its loony plot with pokes at Fritz Leiber, *D&D*, numerous myths, Robert E Howard, H P Lovecraft, Anne McCaffrey (Mr Pratchett, how could you be so cruel? 'I didn't know dragons could be seen through . . .'), Jack Vance and many more – including Larry Niven, with magical science as manically inventive as anything in Douglas Adams.

On a flat world supported by four elephants who in turn stand on a mighty turtle plodding through the void, Rincewind the failed magician moves on as daft a 'quest' as the annals of fantasy have known – watched by dice-throwing gods on their mountain home, 'Dunmanifestin'. It's one of those horrible, antisocial books which impel the reader to buttonhole friends and quote bits at them. My ceiling is covered with brown spots from when I tried to read Pratchett's jokes and drink beer at the same time. Only native sadism makes me recommend this disgraceful work.

Next comes another novel of cruel parody, mercilessly lampooning A E van Vogt's excesses of incoherence and incomprehensibility. *Null-A Three* [*Sphere* 215pp £1.95] is by A E van – oops! Not (intentionally) a parody, this is a sequel to *World of Null-A* (1948) and *Players/Pawns of Null-A* (1956). *World* in particular is a classic example of a frenetic, lunatic plot which works on some obscure level without actually ever making sense: van Vogt's weird writing technique encourages free-association plotting, with his mandatory New Idea or Plot Twist *every 800 words*. Unfortunately *Null-A Three* doesn't work on any



level. Another clone of superpowered yet thickwitted Gilbert Gosseyn pops up in a far galaxy (gosh!) peopled by humans (wow!) led by a boy-emperor of awesome powers (cor!) locked in an immense death struggle with aliens (blimey!): and those are just the sensible bits from the opening chapters.

Soon Gosseyn is teleporting intergalactically every few pages, potentially interesting characters are lost in narrative hiccups, ludicrous pseudoscience sprouts like mildew and is about as palatable, and van Vogt loses track of his own nonsense: on page 197 Gosseyn, able at will to teleport anyone or anything into the next galaxy, and having already done so *ad nauseam*, sees an assassin about to hurl a bomb at him. And: 'He could not take any counter-measure until the act of throwing took place.' Why not? Answer came there none; and it's *all* like this . . . The book can only be read as parody or in a spirit (several bottles' worth) of overwhelming nostalgia for the 'Golden Age'.

Frederik Pohl wrote some of the better 1950s SF (usually with Cyril Kornbluth); like van Vogt, he's still at it, but Pohl has visibly matured. *The Years of the City* [*Gollancz* 334pp £9.95] is an infernally plausible attempt at one of SF's hardest feats – to build a realistic Utopia rooted in the exceedingly mucky soil of today. To add to the challenge, Pohl's chosen site is New York.

Five linked stories offer snapshots from the nearer future to late next century. 'When New York Hit The Fan' shows the worst, a syndrome of strikes and disasters which help force the introduction of Pohl's first utopian reform: electronic-access democracy via 'universal town meetings'. Story 2 (the weakest) depicts the inevitable corruption and graft surrounding a project to 'green' slums into communities self-sufficient in energy; story 3 (the strongest) chronicles similar problems in building 'The Blister', a climate-maintaining dome over the city. The final two are more light-hearted, covering changes in law and custom: I liked the idea of a democratized US Supreme Court, chosen by conscription! There are corny elements (like the traditional whores and crooks with hearts of gold in story 1) and things I *can't* believe; but overall it's impressive, with enough 'realistic' bitterness to make us cynics swallow the sugary core of optimism.

A long way from near-future realism: *The Void Captain's Tale* by Norman Spinrad [*Granada* 256pp £1.95]. In the luxurious artificiality of his starship *Dragon Zephyr*, amidst the passengers' orgiastic amusements, Void Captain Genro makes huge gestures of cosmic Angst. He has incautiously got to know the ship's (usually shunned) Void Pilot, a woman who, plugged into the Jump circuitry, flings the vessel across space in a timeless instant of orgasm. Like Captain Ahab, Genro becomes obsessed with the unattainable, the 'Great and Only' fulfilment of Jump space; like Ahab, he's led on to disaster.

I feared the book would be disastrous: a mindbogglingly ambitious allegory of the search for transcendence, obsessed with metaphysics and sex, told in a polyglot jargon ('an all-too-necessary foma at the heart of our transtellar weltanschauung'). Incredibly, though, the story succeeds. It's over-long, it bogs down in portentousness, but the chase of the metaphysical white whale still compels. Worth a look, though younger readers may need to protect impressionable parents from the many sex scenes.

It's reissue time. Keith Roberts' *The Furies* [*Penguin* 220pp £1.95] is a welcome revenant – his first novel. A 'typical British disaster tale' of giant wasps ravaging England, it has interesting mystical overtones, is well written, and cuts deeper than John Wyndham – because the danger is vivid and breathes in your face, because Roberts's concern for people doesn't allow him to dismiss the background megadeaths with a twitch of the stiff upper lip.

Alan Dean Foster's *Bloodhype* [*NEL* 206pp £1.75] is a reasonably exciting space opera of deathly predictability, with a world-destroying nasty called the Vom (lifted from early van Vogt), numerous cute goodies and alien heavies, and the dreaded drug of the title (*so* irrelevant to the plot that one instantly guesses it's there for use on world-destroying nasties). An entirely unnecessary character is included to link this to other Foster novels; if you haven't read *The Tar-Aiym Krang* etc, his presence is baffling.

Michael Moorcock's first novel *The Golden Barge* has been reprinted again [*NEL* 189pp £2.50], and I have no hesitation in repeating my words in *WD58*. (An interesting read). I don't want to *think* about what those sods at *Games Workshop* have just gloatingly sent, *The Dragonlance Chronicles 1*, produced by *TSR*, based on some interminable *AD&D* campaign, and apparently written by a committee. Have I really got to . . . (*Yes. By next issue please – Ed.*). □

OPEN BOX

In Open Box, *science fiction and fantasy games and rulebooks currently in the shops are reviewed by independent authorities.*

RUNEQUEST

DeLuxe Edition	**£39.95**
Gamesmaster's Box	**£26.95**
Player's Box	**£20.95**

Avalon Hill

At last, the long-heralded new edition of *RuneQuest.* Yes, the prices seem high, but not uniquely so for recent American products. *RuneQuesters* will want to know what is offered for their money, so I must make clear that this is no minor revamping, but a considerable expansion and comprehensive revision of the original. Limited space prevents comment on every detail here, and I will try to concentrate on the most significant changes. In my view these are in the systems for previous experience, training, and magic (especially), in the introduction of fatigue points and emphasis on the effects of Encumbrance, and in the background. This is no longer the world of Glorantha but 'fantasy Europe': in examples, we follow the exploits of Cormac the Pict and his companions. The link with Glorantha is not completely broken; a booklet gives a summary account, with much new information, and projected supplements will include revisions of sources like *Cults of Prax* as well as fantasy Europe settings like *Vikings* (close to publication). Guidelines are provided for players wishing to convert their PCs to the revised system, which could be applied equally well to the NPCs in published scenarios; but GMs should be prepared to do this in the spirit of the new version. Glorantha-addicts like myself should take this to heart, but I wonder how many with established PCs or campaigns are ready for the degree of change involved.

Of the boxes, the *Player's Box* contains the essentials of the system in its two books (Players Book and Magic Book), with a summary of PC-creation and dice. The *Gamesmaster's Box* contains the Gamemasters Book (much is new here, including revised Encounter Tables for the physical *and* spirit planes), Creatures Book (a much enlarged list including useful detail on spirits), Introduction to Glorantha, 16 pages summarising the tables in the *Player's Box,* and a map of fantasy Europe (including the Middle East and North Africa). The Gamemasters Book also includes a beginners' scenario, *The Money Tree.* Several adventure sheets are provided, also sheets for ships (a major section concerns ships and sailing), but no equivalents to the useful sheets summarising adventure and NPC groups for GM's to use. The *DeLuxe Edition* contains everything that is in the other two and is the one to get if you intend to be a GM, unless you already possess or have easy access to the *Players Box.* Everything is well laid out and clearly expressed, and almost everything is there that should be, as far as I can see; there are nice illustrations, but Lisa Free's in the Creatures Book seem to have been over-reduced. The map is colourful but sketchy, concentrating on differences of terrain and the major Roman roads.

There are various alterations in the numerical base. Skills no longer increase, nor are bonuses from characterics calculated in multiples of 5; everything is in precise figures, so that a new table is needed for Criticals, Specials, and Fumbles, which demonstrates the basic rule [*Players Book* p33]: round up fractions of 0.5 or over, round down otherwise. There are only 10 Strike Ranks to the Melee Round, and various changes have been made in SRs needed, but the basic figure for preparing, changing intention, etc, is now 3, which evens things out. In experience rolls, you must now roll your skill percentage *or over* to improve: any characteristic bonus is added to the roll, so that it is possible to go beyond 100, and there is no bar on improving past 100%, or on training up to 75% in skills which have a basic chance, but the amount of time needed to improve purely by training is enormous, since every improvement requires as many hours as the present skill percentage. This is also needed for improving by 'research', which is self-teaching, and practice which requires a successful experience roll as well. Anyone who has superior skill may teach, and anyone who has improved an improvable characteristic may teach someone else to, but the time needed is even lengthier and the result chancy (roll present level ×5 or more; if successful, add 1d3−1). In improving by experience, training or research, you may either add respectively 3,2, or 1%, or roll 1d6 (−2 if not by experience).

As before, PC's have 7 characteristics, APP(earance) replacing CHA; humans rolls SIZ and INT on 2d6+6, the rest on 3d6. These affect skill levels as follows: each point above or below 10 in a primary characteristic (as DEX for Agility) adds 1% to or subtracts 1% from basic ability. For negative characteristics (SIZ for Agility) this is reversed, and secondary characteristics (STR for Agility) add or subtract 1% for each 2 *or part of 2* points above or below 10 (thus, STR 17 or 18 give +4), as is clear from the examples though not spelled out in the text. Hit Points are the average of CON and SIZ, rounded up (separate Hit Location tables are now provided for Melee and Missiles); magic points are the same as POW; fatigue points are the sum of STR and CON. These add a new dimension.

Your PC may now carry as much as you wish, but each Encumbrance point is subtracted from the fatigue points; the remainder are expended, 1 per MR, as soon as combat or other stressful activity begins, and once a negative level is reached 1% is lost from all skills each MR until the activity stops (points may then be regained at 1d3−1 per MR). Since each Encumbrance point also subtracts 1% from the chance of casting spells or using Agility skills, and since the Encumbrance for armour has been raised considerably, Encumbrance will require some thought.

Many changes have been made in the skills list, in regrouping (between Agility, Communication, Knowledge, Magic, Manipulation, Perception, and Stealth) and often giving more general names (eg Scan, Search for Spot Hidden/Trap; Sleight for Hide Item and Pick Pocket). There are useful additions (eg Dodge, Throw, First Aid, and various Knowledge skills such as Plant, Animal Lore etc and [specified] Craft) and some more realistic starting levels (40% Climb, 25% Scan and Search). The extremely detailed PC-creation system which players are encouraged to use (there is a quick one for GMs in a hurry) offers previous experience in some 15-20 skills, adding 1-5% for each year past 15 (you are encouraged to start with a 21-year old), also some points of magic and some basic equipment, varied according to cultural (Primitive, Nomad, Barbarian, or Civilised) and parental background (the omission of 'cultural weapons' from Civilised farmers is surely a slip). There are many clarifications of the uses of skills, and even more expansions in the field of combat (eg you may Dodge instead of attacking or parrying, strike to stun or disarm, pull a blow, hit on the run) as well as changes in details regarding weapons (their Armour Points, the amount they can absorb in a parry without damage, have reasonably been reduced). Shields have also been changed slightly (here I *have* to remark that hoplite shields were *not* rectangular, like Roman shields, but round).

There are three kinds of magic, spirit, divine, and sorcery; all make use of rituals for specific purposes, eg to enchant objects or summon creatures, but the Ceremony ritual, used for increasing the chance of casting a spell by taking extra time, is the only one in which everyone has a basic chance, improved by the Magic bonus. Spirit magic (equivalent to Battle Magic) is learned with the help of shamans or cults, by defeating spell spirits in spirit combat. The basic chance to cast it is POW×5, it must be memorised (and no more may be known than total INT), has a range of 50m and a duration (if not instant, like Heal) of 5 minutes. Learning it from a shaman requires luck and time more than money (but is still expensive in terms of the new, money-poor economy); cults give initiates a free point every 5 years and will sell it also (but note that they have few spells available), but the price is *nowhere stated* [despite Magic Book p27], an omission which ought to be speedily rectified. Divine magic comes from cults, and is virtually the same as old Rune magic in its conditions, though fewer spells are generally available (*Shield* is not); initiates may get it on a one-use base for the sacrifice of POW and a little money (note that adults will normally be initiates of some cult in Barbarian and Civilised cultures), while priests get reusable spells. Sorcery is a totally different system, disliked by followers of the other two, in which spells and procedures to manipulate and improve them are learned like spells, through training by sorcerers and study only (no experience rolls); the spells requires INT to remember, have a range of 10m and a basic duration of 10 minutes. Magic points are required to cast and resist spirit magic and sorcery, and may be used to boost any spell, to get it past magical defences or (in sorcery) to improve effects. Magic points can never exceed basic POW unless some are stored in crystals or otherwise acquired; if all are used, the adventurer falls unconscious. They are regained at 1/24 of total per hour.

Space forbids discussing the very useful Gamemasters Book beyond what has already been mentioned, except to say that most items now cost more, armour a great deal more, and prices are higher for some things, lower for others, outside the cities. Acquiring good armour, magic items, etc is going to be more of a struggle and so, I feel, more satisfying. I hope this will bring the days of the over-mighty PC/NPC to an end; but the difficulties may be precisely what put some players off. I forsee that some may adapt what rules they like piecemeal, but feel that the revised rules deserve a proper trial; they are well thought out and explained, though quite complex, and I suspect will in many cases be welcomed with the words, 'That makes better sense!' Some details, such as the very high ENC (14) of the adventurer's pack, largely attributable to a great increase for rope, may be questioned, and I am not entirely happy at putting everyone's basic language ability as low as 30% before bonuses, but as in so many other cases the rules here are simpler than before, which can't be bad. Three final points: the promised list of ENCs. [*Players Book* p44] nowhere appears; the donkey, commonest beast of burden in the ancient world, is omitted apart from a price for 'burros'; the obsolete spell *Detect Life* is given to several NPCs in the scenario (substitute *Detect Enemy*?).

Presentation:	9	**Skill:**	8
Playability:	9	**Complexity:**	8
Rules:	9	**Overall:**	9

Oliver Dickinson

TRAVELLER ADVENTURE 12– SECRET OF THE ANCIENTS **£3.95**
Game Designers Workshop

This adventure explains why Humaniti were spread through the universe, the real history of the Droyne and Vargr, and other interesting puzzles in the prehistory of the official *GDW* Imperium. It builds on the background presented in two earlier adventures, *Research Station Gamma* and *Twilight's Peak*, but can be run independently. However, it is almost impossible to run if a campaign doesn't already involve the Ancient background.

This adventure begins as one of the player characters inherits an Ancient statuette, illegally imported from an Imperial archaelogical site. The background information presented with the statuette gives some important (and unsubtle) clues to the next stage of the scenario; an expedition to an undiscovered Ancient site, complete with artifacts and a working TL25 starship! The starship is preprogrammed to take the characters on the ultimate adventure, a trip outside the universe to confront the last of the Ancients.

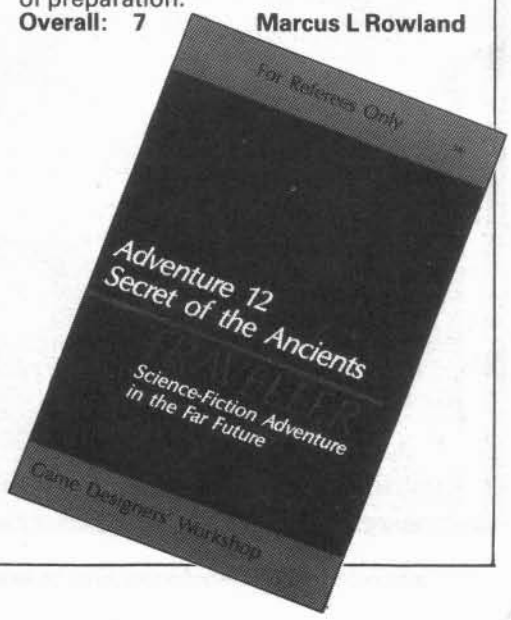
The main problem with this scenario is its sheer scale, which makes subplots almost impossible. A normal *Traveller* adventure has room for side expeditions, red herrings, and misleading events – this adventure doesn't even have a rumour table! Bar a few thugs, who appear early in the adventure and lead players to a patron, there are no human or alien opponents. Although the setting is the Spinward Marches around the time of the Fifth Frontier War, there is no mention of the conflict. Characterisation is almost completely missing, and almost all events, including the vital meeting with the Ancient, are summarised with a minimum of detail. Several pages repeat information which has already appeared in other scenarios and supplements.

Another flaw is the fact that the secret is disappointing. It isn't particularly exciting or useful and doesn't add much to the 'feel' of the Imperium. It also duplicates ideas from the work of two well-known SF authors, without acknowledgement. Some of the technological implications are interesting, but characters controlling the artifacts described would totally unbalance any normal campaign.

Despite these flaws, this scenario does explain the history of the Ancients, and contains useful details about expeditions into the upper atmosphere of a gas giant, several 'new' Ancient artifacts, and an odd starship resembling a piece of intestine mated to a bunch of grapes.

If you're a *Traveller* completist, or want to find out the 'real' history of the Ancients, this adventure is a must. If you don't use the Ancients it may still be useful, but can't really be run without a lot of preparation.

Overall: 7 **Marcus L Rowland**

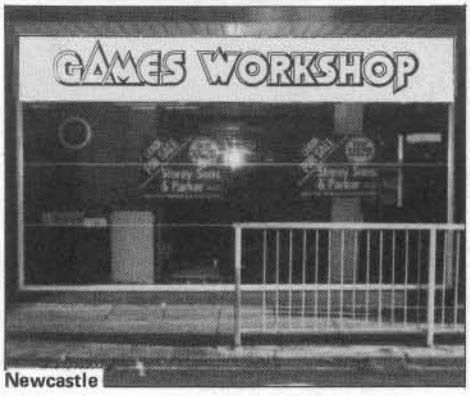


The Fantasy Times

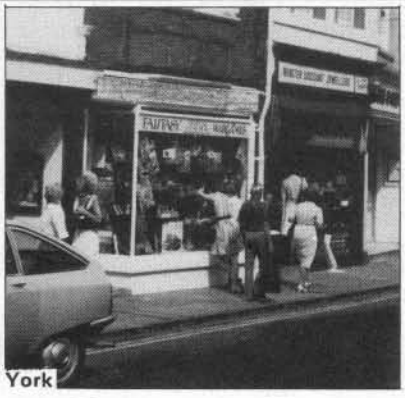
No 5232 England, Saturday, April 13th 1985 ONE PENNY

On Saturday 13 April 1985

GAMES WORKSHOP



Newcastle


York

GAMES WORKSHOP GRAND OPENING IN NEWCASTLE & YORK ! !

When?

Saturday
April 13th 1985,
at 9.30am

Games Workshop proudly presents the grand opening of two new retail outlets.

Expected are hundreds of fantasy games, wargames and figure collectors waiting to pour in, to pick up the bargains and meet the celebrities.

Special Events?

★ Board games and Roleplaying Games at only £1 – including *Call of Cthulhu* and *Golden Heroes.*

★ Huge reductions in *Citadel Miniatures* prices, plus special limited edition figures for everyone carrying this advert.

★ Special signings by Ian Livingstone and Steve Jackson.

10am York
2.30 Newcastle

And much more ! !

Where?

YORK
26 Goodramgate, York
Tel: 0904-53575

NEWCASTLE
63 Clayton Street, N.O.T.
Tel: 0632-322418

Also At —

MANCHESTER

Unit 162 Marsden Way
Arndale Centre
Tel: 832 6863

SHEFFIELD
95 The Moor
Tel: 750114

NOTTINGHAM
41a Broadwalk, Broadmarsh Centre
Tel: 585744

BIRMINGAM
Unit 37, West Court
New Street Shopping Centre
Tel: 632 4804

LONDON
1 Dalling Road, Hammersmith, W6
Tel: 741 3445

UNCOMPLEN CONTROL CENTRE
ALERT
REPORTS OF A FIRE FIGHT IN THE PRISON COMPOUND ARE COMING IN... IT SEEMS TO BE CONTAINED...
YES SIR.
RELAX... THEY'RE TRAPPED... TRAPPED LIKE RATS IN A BARREL... SPIE...
I DON'T BELIEVE THIS. I'M TALKING TO A GOLDFISH IN A SPACE-SUIT.
WHILE IN THE DETENTION BLOCK...
Seem to have a one-track mind don't they...
Hi- I'M GAVIN- your friendly Alien relations officer... and have I got a treeeat for you...
THE LOVELIEST
CHAPTER 13: GAVIN'S SWAN SONG (sung to: "It's raining men")
2 If you're a piggin' alien then you'd better lock up your doors real good... cus the wolf's in town and he's hungry...
3 and he's gonna blow you right down!!! "THE FRENZY'S A RISING... JET PACKS SET TO GO..." "MY BLOOD'S SET TO BOILIN'... STOP VALVES SET TO BLOW... "ETS YOU'D BEST LOCK UP THE BAD WOLF'S BACK IN TOWN... "AND I'M SET TO BLAST YOU PIGGIES AND BLOW YOUR HOUSES RIGHT DOWN!" (heavy Rock accompaniment.) (violins)
4 CHORUS: "LET'S LASER THEM!" (Hack um up yeah.) "LET'S LASER THEM!" (Get them.) "I LOVE THE NAPALM, THE BURNING FLESH THE SMG SPITTING LEADEN DEATH! "LET'S LASER THEM!" (Hack um up yeah) "LET'S LASER THEM!" (every Alien)
5 "SMALL AND UGLY SKIN GREEN OR BLUE - THE POINTY-EARRED ONE FROM "STAR TREK" TOO!" (ennio Morricone whistlers.)
6 GOD GAVE ME A PURPOSE - TO RIGHT HIS BLUEPRINT BLUNDERS SO PURGE THAT E.T. FOULNESS - AS MY SMG THUNDERS! DEEP INSIDE EVERY PERSON - THE ALIEN LIVES AND BREATHS - SO IF I MUST BE THE REAPER - I'LL GO LAH DI DAH DI DAH DI DAH!!!
(Guitar Solo.) (Thunder and Howling wind.) (Welsh male voice choir and lots of tolling bells.)
"Sing it for me!" "give it to me radio"
This episode is available on a long playing record, cassette, CD, and recording crystal...
MARK © JAN 85
TIDOOH! TIDOOH! LET'S LASER THEM (Hack um up yeah.) LET'S LASER THEM (get them) LETS LASER THEM... (Fade out.)
AND HOW DOES HE GET AWAY WITH IT? HE USES A LOADED DICE! AND GETS HIGH DMG
THE LOVE INTEREST:-
SVRENA... LOOKS LIKE WE WON'T MAKE IT... IF WE DON'T... THERE'S SOMETHING I ALWAYS WANTED TO ASK YOU.. EVER SINCE THE DAYS OF SCOUT SERVICE - OH WHEN YOU USED TO WRITE THOSE SOPPY LOVE POEMS AND I USED TO READ THEM OUT IN CLASS AND HUMILIATE YOU!
YES... AND WHEN WE USED TO PLAY IN THE SNOW ON THE ICE PLANET MEISTER* - AND YOU USED TO DRAW HEARTS IN THE SNOW WITH YOUR LASER AND I USED TO GET FELIX TO WEE ALL OVER THEM...!
* in the Hoth system.
YES... AND THOSE STARRY NIGHTS... WHEN I'D HOLD YOU TIGHT! AND I'D LIE ABOUT MY AGE AND YOU'D DO 6 MONTHS!
CHOOM!
YES FLINNY... YOU WERE GOING TO SAY?
... FORGET IT - IT WAS NOTHING...
NEXT: "HELP - I NEED SUMBODY"

STARFALL

A Star Trek Scenario for 3-5 Characters by Marcus L Rowland

The characters used by the players should be senior officers of a Constitution class heavy cruiser. Although the Enterprise is used this may be changed to suit the circumstances of a campaign. This scenario was written using first edition *Star Trek* rules.

PLAYERS' INFORMATION

Captains log, Stardate 7734.2, 11.00 hours:
The Enterprise is on a routine survey mission in the Organian Neutral Area. We have just received distress signals from a Klingon civilian freighter, claiming that their reactor has developed antimatter instabilities and will detonate in a few minutes. The crew are abandoning ship. If this message is genuine we are bound to rescue them, if false we are likely to enter a trap. I have decided to investigate.

Captains Log Supplemental, 11.45 hours:
At 11.25 hours we detected a matter-antimatter explosion near system KA-1102. Sensor readings confirmed the destruction of a Klingon freighter, and records show that it is on an authorised route. We are now in touch with a lifeboat, and will scan it for hidden weapons and explosives before we beam the survivors aboard.

Captains Log Supplemental, 12.15 hours:
Nine survivors, the full crew complement of the freighter, have been rescued. The captain has requested transport to Klingon territory.

Captains Log Supplemental, 12.35 hours:
One of the Klingons, named Zalthat Maalaax, has requested political asylum.

REFEREE'S INFORMATION

Maalaax is a deserter, a Klingon Navy Lieutenant, who used false papers to join the merchant fleet. He supports an outlawed extremist political and religious faction which favours an immediate all-out war with the Federation. Most of this faction were killed in recent purges within the Klingon fleet; Maalaax fled to avoid execution.

Maalaax's faction considers the indirect tactics currently favoured by the Klingon rulers to be an insult to the warrior spirit of the Klingon race. He asked for political asylum because he knows that the freighter survivors will be interrogated when they return to Klingon space. He will pretend that his faction wants peace with the Federation. He is a skilled politician, and can defeat voice stress analysis and conventional lie detectors, unless questions are worded extremely carefully. The following questions and answer session shows his technique:

Q: Why do you want political asylum?
A: I was being persecuted by the Klingon government.
Q: Why are they persecuting you?
A: I oppose their military policies.
Q: Which policies do you mean?
A: I don't think that we should be attempting to sabotage Federation activities (Maalaax means that he would prefer all-out war, but doesn't say so).
Q: Which Federation activities do you mean?
A: (Maalaax describes a Klingon subversion attempt which he knows has failed. He has successfully diverted attention from his political goals.)

Maalaax will not voluntarily submit to Psycho-Tricorder interrogation or truth drugs. He intends to escape on a neutral world, and make his way back to the Empire to resume an underground political career.

If Maalaax is taken at face value he will escape sooner or later, doing as much damage as possible before he leaves the ship. If he is questioned properly when he defects, or after an abortive escape attempt, he will reveal the following information:

The freighter carried five Klingon agents on its last trip, three weeks earlier, and met a Federation shuttle near System KA-1102. The agents boarded the shuttle carrying several equipment cases. Maalaax does not know what the agents planned; and didn't see the registry number of the shuttle. He believes that they intended to sabotage the Federation colonies in system KA-1102.

The spies were members of an infiltration squad who spent some time determining the weak points of the colonies and have now taken over automated mining facilities, reprogramming the equipment to bombard two colonised class M worlds with 500-ton ore cargoes. Once the main cities are destroyed the Klingons will say that the Federation colonisation effort has failed, and will claim the system for the Klingon Empire.

SYSTEM KA-1102: PLAYERS' INFORMATION

This system is midway between Federation and Klingon space, and is notable for its triple suns, a close trio less than two million miles apart. They radiate powerful gravitational waves and electromagnetic pulses, making Sensor and Transporter operation unreliable.

SYSTEM SURVEY

KA-1102/I *Hell*
Satellites: 0
Gravity: 0.9G
Atmosphere: Thick/Corrosive
Type: V (Venus type)
Planetary Rotation: 814 hours
Land: 100%
Climate: Hot (250–400°C)
Mineral Content: Normal metals 97%, special minerals 5%, radioactive 35%, gem stones 73%, industrial crystals 19%

KA-1102/II *High Sierra*
Satellites: 2
Gravity: 1.2G
Atmosphere: Thin
Type: M (Vulcan type)
Planetary Rotation: 27 hours
Land: 95%
Climate: Hot (30–45°C)
Mineral Content: Normal metals 79%, special minerals 44%, radioactive 75%, gem stones 42%, industrial crystals 39%

High Sierra is a hot dry world with 1247 inhabitants, mostly Vulcans. Principal activities are mining and operation of a solar observatory and other scientific facilities. There are no native lifeforms.

KA-1102/III *New Sussex*
Satellites: 1
Gravity: 0.9G
Atmosphere: Normal
Type: M (Terra Type)
Planetary Rotation: 24 hours
Land: 45%
Climate: Temperate (16–25°C)
Mineral Content: Normal metals 88%, special minerals 9%, radioactive 31%, gem stones 46%, industrial crystals 18%

New Sussex has 7568 citizens, primarily Terrans. Most inhabitants are involved in agriculture and the development of a viable industrial base. There is an extensive ecology, but no intelligent life forms. Several automated mining projects are based on the moon.

KA-1102/IV (*Unnamed*)
Gas giant with six moons, none habitable.

KA-1102/V (*Unnamed*)
Ringed gas giant with four moons, none habitable.

SYSTEM KA-1102. REFEREE'S INFORMATION

The gravity waves and electromagnetic effects in this system cause *all* Sensor and Transporter operations to be made at a +5% penalty at short range, +15% at medium or long range, +25% in the inner system (near Hell and closer to the suns).

The Klingons are based on the moon of New Sussex, occupying one of the

mine installations. The mining operations create static which disrupts Sensor scans and Transporter operations in a 5 km radius. Within this radius there is a +45% modifier on operation of these systems. Outside this area operation is normal for the system.

There are no immediate clues to the Klingons' location, and the Enterprise will probably investigate the entire system. The referee may wish to run some or all of the following encounters:

Planet I (Hell). During the exploration of this system, two Federation instrument packages were dropped onto this planet's surface. Both are detectable from space but have corroded to an extent which makes accurate identification difficult. They can be beamed aboard but nothing significant will be learned. The planet's intense heat, corrosive atmosphere, and high pressure are far beyond the specifications of normal life support equipment. If anyone beams down to this planet their equipment will start to malfunction in 5+1D6 minutes, failing and killing the wearer approximately 30 seconds later; anyone without life support will die instantly. Since this planet is close to the triple suns, *all* Transporter operations are made with a +25% penalty. If the first roll fails nothing will happen, and it will take 3D10 seconds to re-energise the Transporter. If a second roll fails the Transporter will 'scramble' and kill the person being beamed.

Planet II (High Sierra). The colonists will extend a normally cool Vulcan welcome to visitors. The climate of this world means that mirages, sandstorms, and other dangerous weather conditions are likely. Characters who insist on exploring without local guides should be exposed to these conditions. There are no native life forms, but the colonists have imported a few familiar species. Many of the local homes have Sehlats as pets. There are a few Le-Matya roaming in the deserts, but explorers would have to be very unlucky to meet them.

If a Vulcan crew member (or a crew member who has visited Vulcan) lands, make a luck roll. If this roll succeeds the party will be met by a Vulcan who knows the crew member and will invite the group to his home. This Vulcan is a mining engineer who helped build the automated installations on New Sussex's moon. He isn't particularly interested in talking about his work, preferring to concentrate on news from home and intellectual discussion.

Note. This encounter should be used carefully, mentioning the installations during extended conversations about science, philosophy, art, and other topics. Other events during the evening, such as a tense 4-dimensional chess game or encounters with a pet Sehlat, should be made to seem more significant. If the players have discussed the mining installation this encounter can be omitted.

The solar observatory on this planet is working at the forefront of Federation scientific knowledge. The central star trio is very odd, by normal astrophysical standards, and the scientists are reluctantly coming to the conclusion that they were moved into a stable equilateral triangle by an unknown force. They also suspect that there is an interdimensional warp between the suns, but this is untrue.

The shuttle which carried the agents wasn't seen or recorded by this observatory. Klingon freighters routinely pass near the system, and have been recorded on several occasions.

Planets IV and V (unnamed). There are no interesting features (apart from the normal hazards of gas giants and rough airless moons).

Planet III (New Sussex). On approaching this planet the Enterprise will receive traffic control signals, assigning the ship to a polar orbit. If the order is questioned traffic control will explain that equatorial orbits are reserved for robotic freighters and ballistic ore shipments. If the Captain has further queries the material on the moon mining facilities (The Apocalypse Plan, below) should be quoted briefly, without hinting that anything is wrong there.

First impressions will be of a pleasant world with a near-Terran ecology. There are three small cities, all in various stages of construction, and a number of farm communes. The capital, Doylesville, has already evolved a few seedy bars and nightclubs – the sort of places Starfleet engineers visit when they don't have to repair their engines. The arrival of the Enterprise will be known to everyone, and all the crew are likely to encounter hero-worshipping children, drunks buying drinks, salesmen, and colonists with other personal and commercial propositions. The Captain will be invited to appear on the planetary video network; other officers may expect similar treatment. If the Captain explains the reason for the visit to local authorities, they will try to find any record of visits by strangers, eventually coming up with two small trading vessels, a supply shipment, and a research ship which stopped to pick up mail. None of these vessels are relevant to the scenario, and all can be eliminated through Starfleet channels.

The following encounters should be used while characters are on New Sussex:

Day 2. The police call the Captain, to report that a woman living in one of the farming communes has seen an unidentified flying object, possibly a starship shuttle. She is a harmless crank, who has heard gossip about the Enterprise's mission and put her imagination to work. Her version sounds like a mid-twentieth century flying saucer sighting, complete with 8' tall aliens with glowing eyes and haloes.

Day 4. Dr McCoy (or any medical officer) is asked to visit the planet's main hospital and give some advice on a baffling case, a man found unconscious near the city airport which adjoins the planetary spaceport). His vital signs don't make sense, and the local doctors need help in diagnosing his condition. The 'man' is actually a surgically disguised Klingon, suffering from a rare and invariably fatal disease which attacks the central nervous system, causing insanity and IQ loss. He developed the symptons while the Klingons were sabotaging the mining facility. The other Klingons intended to kill him, but he escaped. A medical treatment roll at a 45% penalty will cure the disease, but brain damage is already irreversible. The patient is a 'vegetable', and won't respond to Psycho-Tricorder scans. The disease does not affect Humans or Vulcans.

Police forensic scientists (or characters with Tricorders set to enhance faint patterns, such as footprints) can trace the Klingon back to a hole in the port perimeter fence, but no further. The port is serviced by a robot cleaner every night, and all evidence has been removed. Eight aircraft, two ore freighters, and an in-system passenger shuttle (from High Sierra) visited the port in the 24 hours before the Klingon was found. The Klingon travelled from moon mining base 4 in the unused manual control compartment of a robot ore freighter; fingerprints and other traces can be found if the vessel is searched.

It is likely that characters will want to visit this base if they find out that the Klingon came from the ore freighter. If they stay on New Sussex an additional encounter can be used:

Day 5. [Use if James T Kirk (or similarly charismatic Captain) is a player character.] While visiting government offices Kirk meets Alice Vilkyo, a girl who was in his class at school before he entered Starfleet Academy. They were friendly until she decided that a Navy career would conflict with her pacifistic ideals, and joined the Colonial Service. Kirk has always thought of her as an old flame. She regards Kirk as a warmongering savage, and will try to convert him to her philosophy. This encounter is amusing but irrelevant to the adventure; however, Vilkyo will be killed if the Klingon plan succeeds, and the Captain will have to live with his conscience.

If players make no progress by day 6 the following incident should occur:

An engineer making a routine visit to moon mining base 4 reports that someone took a shot at his shuttle as he was landing. His pressure hull was punctured. Fortunately he was wearing a life support suit and managed to fly the shuttle out of range. Tricorder examination of the damage suggests that an energy weapon was used.

THE APOCALYPSE PLAN

The mining complexes on the moon are standard automated Federation designs, requiring no human supervision apart from occasional inspections. The illustration shows part of site 4, which actually spreads over a much wider area, with more pitheads (see below) to the South, East, and West of the mapped section. The complex is powered by a buried matter/antimatter power plant, with emergency backup from solar panels. The installation is built over remnants of a metallic asteroid which collided with the moon a few million years ago.

Ten-kilometre deep shafts are dug by Phasers set to disintegrate, then atomic heaters are lowered to the shaft base to melt the ore. A permanent tractor beam installation (usually called a 'Pithead') pulls the molten rock up the shaft. It cools as it rises, and hot slag is eventually dumped on a conveyor belt. These belts carry the ore to an automated smelter which purifies and refines it. Valuable components (eg radioactives) are shipped by robot freighter. Useless components are dumped on a spoil heap. The main metal content is refined and formed into 500-ton cylinders, usually called slugs. The slugs travel down another belt to the main control centre, where they are loaded into a magnetic mass driver and fired to New Sussex. Ground-based Tractor and Pressor installations catch the slugs and bring them in for slow landings at equatorial sites. There are usually several dozen slugs stored in the control centre for firing as needed.

Plans of the mining installation (large area scale) and control centre (area scale) may be shown to players if requested, since they are filed on New Sussex.

The terrain is extremely rough; the 50-metre contour lines shown on the map are a guide to the general lie of the land, and sharp ridges and stones are very common. The zero altitude on this map is an arbitrary contour line passing through the floor of the control buildings. Gravity is .25G, except on the upper floor of the control building.

Note. It is assumed that the Klingon plan begins 18 days before the team's visit to the mine, regardless of the player's rate of progress. As the Federation team arrives it is the lunar morning. The sun is to the East, 45° above the horizon. Temperatures range from 250°C in exposed areas to −150°C in shadow. The referee *must* keep a close watch on time once the players arrive; seconds are vital towards the end of the scenario.

When the Klingons took over the complex they reprogrammed the computer to fire most of the spare control centre stock into space, targetted on High Sierra. The first slugs hit exactly five hours after the Federation team arrives on the moon, falling randomly over the surface of the planet. The Klingons have reprogrammed the mine computer to increase the number of slugs on hand, and will start to bombard New Sussex in exactly one hour (or if they are sure the mine is under attack). Time bombs have been planted at the planetside installations, to destroy their Tractor/Pressor units at an appropriate moment. The slugs take four hours to reach their destination. At this range their accuracy is high, and the Klingons can place slugs on cities and industrial centres.

There are fifteen Klingons in the complex, six outside the control centre (two in cover near each landing pad, two on patrol) and the rest in the building. All Klingons wear armoured life support suits, capable of absorbing −5 points from an energy attack (or −8 points from a projectile attack), for the loss of one AP. The troops outside carry stolen Phaser rifles, those inside carry Phaser II's. They have been trained in their use. Rifles are set to disintegrate, Phaser II's are set to disrupt. All the Klingons have been surgically disguised to resemble Humans.

Note. If Klingon weapons capable of operating in a vacuum are used in a campaign, they must *not* be carried by the saboteurs. The aim is to make the incident look like an accident or a Human rebellion.

Federation personnel can land by shuttle or beam down to an area outside the static field of the main complex without difficulty. If they choose to land or materialise on either pad they will immediately be exposed to heavy fire. If they decide to beam into the control building, place the Klingon troops *before* asking the players where they intend to arrive.

Most of the mining equipment is inaccessible; the shafts, pitheads, and smelter unit are automated, radioactive, and extremely hot. Major excavation is required to reach the buried power plant.

The mass driver is a huge magnetic accelerator, designed to induce strong electrical fields in conducting objects entering the West end and throw them to the East. By the time objects leave the track they are travelling at 25 kilometres a second. The track is supported on pylons up to 150 metres tall, to give a horizontal line across the crater. The only section touching the ground is immediately East of the control building. The pylons carry uninsulated high-voltage superconductors, and anyone touching them will take 50 points of electrocution damage. It is necessary to cut the cables on eight adjoining pylons to put the mass driver out of action. The driver may also be destroyed by starship Phaser fire or explosives, but this will disrupt New Sussex's industries and probably lead to a Klingon victory.

The solar panels are 50 metres tall, with the area behind each panel in shadow. Destroying them will not affect the Klingon plans; they are an emergency supply only.

The two landing pads are made of rubble, melted flat by Phaser fire. Each is fitted with a beacon and bright landing lights (shown as crossed lines on the map). If a shuttle approaches within 5 km, automatic proximity detectors will switch on the beacons and lights, warning the Klingons that a vehicle is approaching. The smelter robots will not emerge with cargo unless a freighter lands on the larger pad. There is no manual entrance to the smelter building; the belts into the smelter lead directly to ore crushers, the belts out are the final stages of automated production lines with little room for intruders. For maintenance the system would be powered down and decontaminated by remote control, but this takes 45 hours.

All the conveyor belts follow the land contours, supported on causeways where they cross difficult terrain. They move at 10 kph. Where belts meet the ore falls down a chute, landing on the belt which moves towards the smelter. Characters could ride belts if they avoided falling down a chute. The final belt before the smelter is visible from the area around the freighter pad, and characters riding it may draw fire from the Klingons.

The control centre is a huge block, with walls and roof built to withstand up to 11 points of damage by starship weaponry (for the purposes of this scenario, 1100 points of hand weapon fire):

Lower Floor

1. Causeway and road from the landing pad.

2. Vehicle airlock. Doors can withstand 300 points damage.

3. Pressurised hangar holding two shuttles. Both are Starfleet units belonging to small ships which are believed to have been lost in the treaty zone. This discovery may be the start of another adventure, to trace the whereabouts of the missing ships. Both shuttles hold Klingon homing beacons, but this isn't obvious unless the players spend time searching them.

4. Lift rising 50m to the control section.

5. Airlock to the warehouse section, which is in vacuum.

6. Conveyor belt from smelter to control building.

7. Powered rollers, used to carry the slugs from the belt into the warehouse. The tunnel between the belt and the warehouse is fitted with blast doors, which take 4 seconds to close. These doors can withstand 300 points of energy or projectile fire.

8. Two cargo-handling robots. These robots are fitted with contragravity lifters, and lock onto a slug then fly it to any part of the warehouse. Because the mass driver equipment produces massive electrical static, their computer brains aren't particularly bright. They will not recognise Humans or respond to verbal commands unless a special control console (in compartment **20**) is used. There are four emergency stop buttons around the base of each machine; pressing one of these buttons makes the robot stop moving until reset. Both robots have manual control cabins (5 metres above the ground, reached by ladder), and can be flown as normal atmosphere flying vehicles, maximum speed 25 kph, maximum altitude 250m. Robots can take 150 points of damage before they are punctured, the inner mechanism is delicate and will start to malfuction after another 25 points of damage are taken.

9. Slug racks. Slugs are stored on steel racks, supported at 7-metre intervals above the floor. The lowest rack of each unit (at floor level) is shown, there are another five racks above them.

10. Powered rollers feedings slugs into the first stage of the mass driver (**11**) a machine which generates a powerful Pressor beam which pushes the slug forward through a non-metallic barrel (**12**) into the main mass driver (**13**). The powerful fields generated by the coils of the driver induce a powerful electric current in the slug, which can then be moved by the magnetic fields of the mass driver.

Upper Floor

Note. The facilities shown on this floor should be mapped out in tactical scale, complete with furniture and other equipment. This floor is fitted with artificial gravity generators, giving a standard gravity throughout.

14. A large lobby containing crated machinery and parts, none of immediate use but vital to any attempt to repair the installation after combat.

15. Four workshops, containing an assortment of tools and parts. Use of this equipment gives a −15% modifier on the use of all engineering and technical skills.

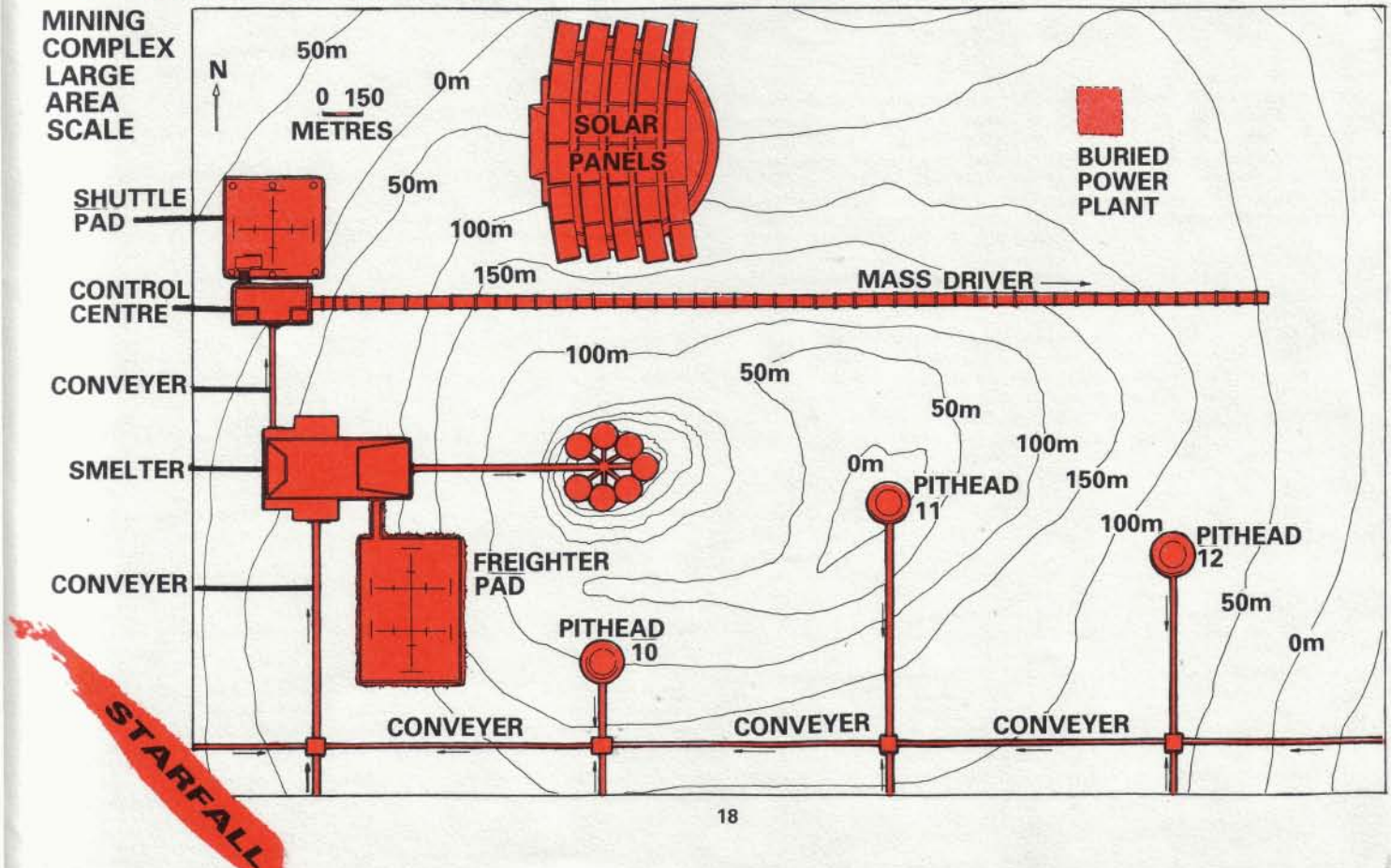
16. Sick Bay. An emergency operating theatre and dispensary, intended for visiting work crews. It has never been used, since workmen injured on the site have always been ferried to New Sussex. This is fortunate, because the diagnostic bed is faulty. There is a +25% penalty on medical skill rolls using this bed, but all other equipment gives the normal −25 modifier for sick bay use.

17. Galley. Equipped to feed up to 25 personnel (with some crowding). The food synthesizers have been reprogrammed to produce Klingon rations, which are unpleasant but edible.

18. Recreation compartment. A typical Federation facility, fitted with game and sports equipment, hologram projectors, musical instruments, etc.

19. Life Support equipment. A complex machine, similar to those in use on Starships. There is a cumulative 10% chance that any shot fired into this compartment and missing its target will damage the equipment, with the following effects:

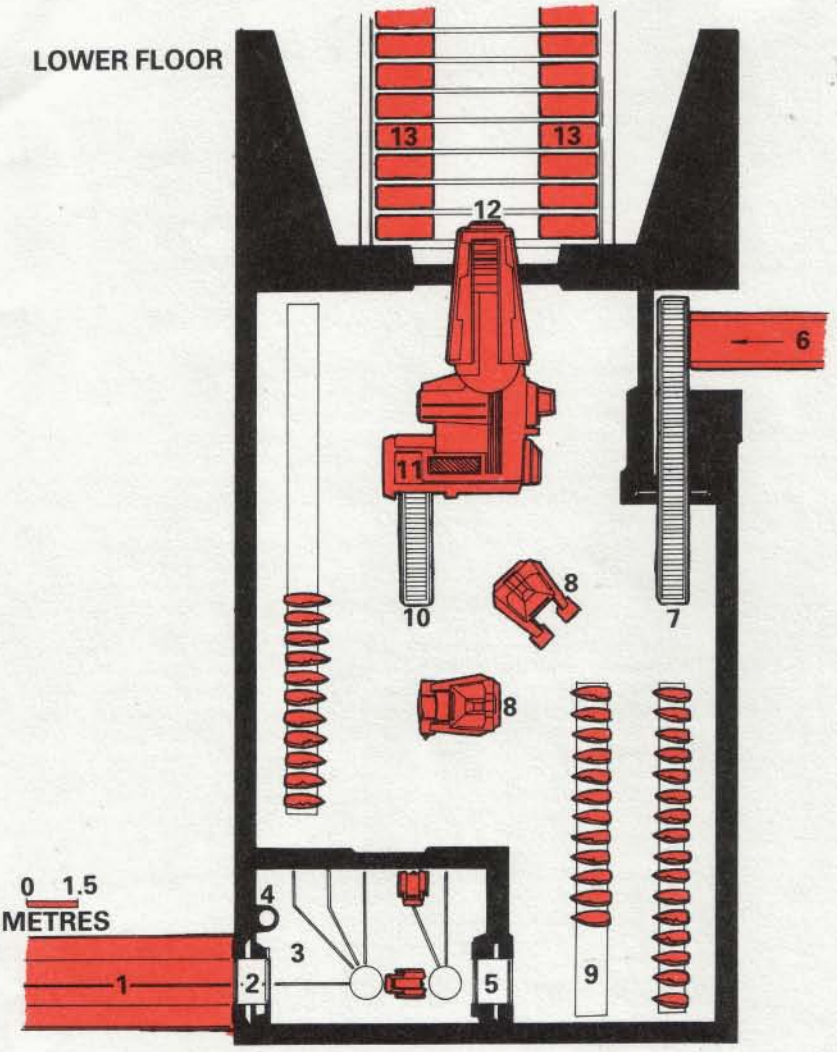
1–3 Air purifier failure. 6 Gravity failure (reversion to .25G).
4–5 Water purifier failure.



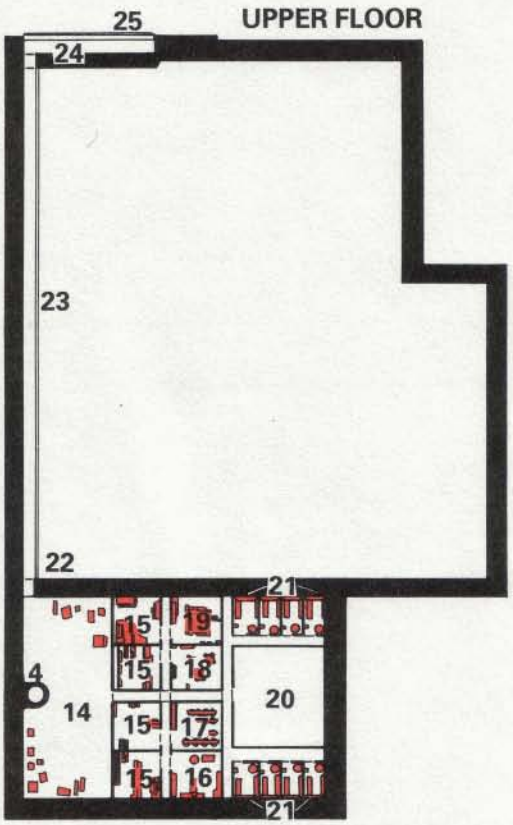
STARFALL

MINING COMPLEX CONTROL CENTRE

LOWER FLOOR

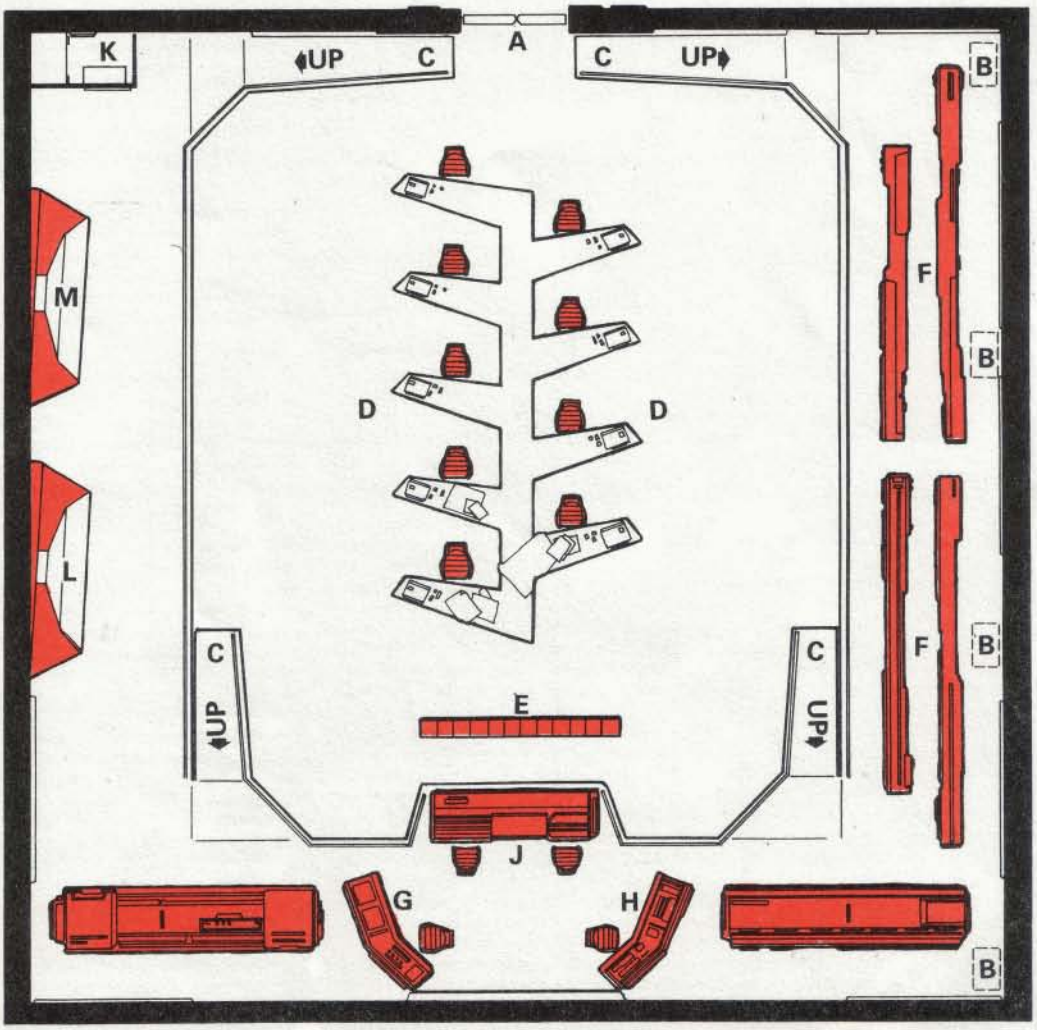


UPPER FLOOR



MINING INSTALLATION CONTROL ROOM

KEY:
A: ARMOURED DOORS
B: CEILING GRILLES
C: RAMPS
D: DESKS
E: FOOD SYNTHESISER
F: COMPUTER UNITS (BANKS)
G: COMMUNICATIONS CONSOLE
H: ROBOT CONTROL CONSOLE
I: CABINETS - ELECTRONIC EQUIPMENT
J: MAIN CONTROL DESK
K: FRESHER
L: HOLOGRAM DISPLAY SCREEN
M: HOLOGRAM DISPLAY SCREEN



AVERAGE HUMAN SIZE

0 1.5
METRES

7 Gravity malfunction (increase to 1.25G).
8–9 Light failure (all compartments except **20**).
10 2 of the above (ignore further rolls of 10).

Each damaged system requires 1–3 hours repair work, spare parts from compartment **14**, and an engineering skill roll without modifiers.

20. Control compartment (see plan). This area is the heart of the control building, directing the operation of the mass driver, the mining equipment, the power plant, and other installations. If the Federation attack is a complete suprise it holds the Klingon commander and two technicians, otherwise it also holds 3 troopers. The entrance is fitted with armoured doors capable of withstanding 350 points of small-arms fire (5 shots at 'disintegrate'). The external controls are disabled and require 5 minutes work and an Electronics skill roll to open them. The room can also be entered by ventilation ducts from compartment **19**, which lead to ceiling grilles.

The compartment is built on two levels, with a 1 metre high deck around the rim of the room. The area underneath is packed with microcircuitry, sealed in plastic blocks and armoured against hand weapon attack. This equipment handles power distribution and other peripheral functions.

The lower area holds nine desks used by engineers in the event of a breakdown of the installation. Some desks are covered with plans of the installation, many of which are amended by notes in Klingon writing. These are good evidence of the Klingon plot.

The stage holds several items of interest including two hologram display screens. Screen L shows the approximate orbits of the slugs fired at High Sierra, screen M shows the orbits planned for slugs fired at New Sussex. Several are targetted on the Enterprise, if it is still in orbit. Rapidly changing numbers show computer updates of this data. A Tricorder scan of screen L, or data from the main computer, will give a −20% modifier on navigation and sensor operations if the Enterprise attempts to intercept slugs before they strike High Sierra. The Klingons will switch these screens off before the team can see them, if possible.

15 Limpet mines have been fixed to units F-J, L, and M. The Klingon commander is seated at the control desk, holding a detonator box. If the intruders seem to be winning he will announce that he can destroy the installation at will. This isn't a bluff – the control desk operates the main power plant, which can be detonated in a 3.5 Megaton explosion. If shot or stunned he will release the detonator, setting off the charges (but not destroying the power plant). If the detonator box is destroyed the charges will explode.

The Klingon leader will attempt to bargain for a safe passage to the shuttles, taking the detonator box with him. The other Klingons have witnessed his failure and are expendable. As the shuttle takes off (approximately 8 minutes after he leaves the control centre) he will detonate the charges. If the shuttle is allowed to escape see End-Game, below.

The charges can be disarmed in 20 seconds using an Electronics skill roll, with a cumulative −10% modifier for each charge successfully disarmed, or can simply be pulled off and thrown into the centre of the room, detonating 5 seconds after they are pulled free. A failed Electronics roll will not detonate the charges, but will waste 3D10 seconds. The charges do 30 points of damage to anyone within a 4.5m radius. It is possible to be this close to several charges when they detonate, and damage will be cumulative.

Destruction of control room installations will shut down the mining installation for 1D6 days per unit destroyed, but will not affect the long-term success of the colonisation effort.

Detonation of the power plant will destroy the complex, and cause the long-term failure of the colonisation effort through loss of vital mineral resources.

21. Cabins. Each is fitted for one person, with folding beds for two more, and has its own WC and shower. If the Enterprise attack is a complete surprise 1-3 Klingons will be asleep in these rooms (choose rooms randomly).

22. Airlock leading onto an unpressurised catwalk [**23**] over the warehouse area. Another airlock [**24**] gives access to an observation deck [**25**] overlooking the mass driver and mine installation. This deck offers another entry to the building, if characters descend from the roof and break in. However, this will sound an alarm and alert the Klingons.

SLUG INTERCEPTION AND DAMAGE

32 slugs were fired at High Sierra. If the Federation team realises that this has happened, the Enterprise can attempt an interception. Their orbits are curved above the plane of the ecliptic, and the slugs are cold and unpowered; difficult targets to locate. To track the first slug make Computer and Navigation skill rolls at +20% penalties, and a Sensor roll at +30% penalty. A failed Computer or Navigation roll means that the Enterprise is in the wrong area, wasting 2D10 minutes, otherwise manoeuvering takes 5 minutes between interceptions. A failed Sensor roll wastes 1D10×30 seconds. 1–6 slugs will be found at each interception point. For each subsequent interception after the first, there is a −10% cumulative bonus on all skill rolls. Slugs are destroyed automatically by Phaser shots; skill rolls aren't necessary.

If players are unusually slow or careless, some or all of the slugs will reach High Sierra, striking with damage equivalent to a tactical atomic weapon. Each slug will kill D10×D10 inhabitants. 250 or more deaths will lead to the abandonment of the colony, with the Vulcans requesting evacuation to another system.

If the players fail completely, the Klingons will bombard New Sussex. Ten slugs will be aimed at the Enterprise (if it is still in orbit), another 50 are targetted on the cities and installations of New Sussex. If the attack comes as a complete surprise, the crew of the Enterprise should be allowed one Sensor roll. If this roll succeeds the first slug aimed at the Enterprise will be detected, otherwise it will strike for 2 points of damage. Subsequent slugs arrive at 30-second intervals. Any manoeuvre will take the Enterprise out of danger, with the slugs aimed at it burning up in New Sussex's atmosphere. The other slugs are aimed directly at planetside installations, and the Enterprise must attempt to destroy them as they arrive, using the interception rules above. The first 15 slugs are aimed at cities, and each will kill D10×500 people if they penetrate. The remainder are aimed at farms and industrial installations; each will kill D10×20 people.

In this case the Klingons will have already left the moon in their shuttles before the first slugs reach New Sussex, detonating the charges as they leave.

END GAME

If Klingons escape, they intend to flee to a D-7 battlecruiser, which is supposed to pick them up near the outer gas giant. At this point the referee has three options.

1. The battlecruiser is present, and will pick up the Klingon agents. It will then fight the Enterprise.

2. There is no battlecruiser. When the Klingons switch on homing beacons they will explode, killing everyone in the shuttles. This isn't nice, but is the sort of thing a Klingon chief might easily do.

3. The battlecruiser is present but will flee at the first hint of trouble, firing on the shuttles to silence their crews. Again, this is a typical Klingon contingency plan.

Particularly clever players may capture the Klingon commander and learn about the rendezvous plan. It is possible that they might then attempt to impersonate the agents and capture the battlecruiser. Roll a ten-sided dice. On a roll of 2–6 plan 1 is in use, on a roll of 7–10 plan 3 is in use. On a roll of 1 the 'homing beacons' are bombs. Players should be allowed luck rolls before switching them on, and will realise that something is wrong if the roll succeeds.

The long-term consequences of a Klingon success include the abandonment of this colony, and its acquisition by the Klingon empire. The Captain of the Enterprise will be court-martialled and possibly relieved of his command.

If the Klingon plan fails and the Federation can prove that they attempted to destroy the colony, the Organians will confiscate a Klingon colony world and give it to the Federation. The Captain will be decorated.

Intermediate results (partial failure or success) should be handled accordingly.

KLINGONS

There are 16 NPC Klingons in this scenario, of whom 12 are typical Klingon Soldier/Guards as described in the *Star Trek* game. All have been trained to use Federation weapons, and wear the armoured life-support suits described above. All Klingons, apart from Maalaax, are surgically disguised as Humans.

Zalthat Maalaax: Former Klingon Lieutenant, deserter;
STR:67; END:73; INT:68; DEX:55; CHA:44; LUC:28; PSI:07.
Significant skills: Leadership 41; Negotiation/diplomacy 33; Interrogation 77; Starship Cmbt Tac/str 36; Marksmanship 68; Personal Combat (unarmed) 75; Transporter Ops 63; Computer Tech 45; Language, Terran 37.

Maalaax carries an Agonizer (concealed under a bandage on his left leg) and two plastic daggers in his boots. The daggers won't show up on a normal Tricorder scan.

Galizar Halroth: Klingon Captain (Intelligence); STR:72; END:65; INT:70; DEX:60; CHA:32; LUC:26; PSI:18.
Significant skills: Leadership 65; Negotiation/diplomacy 36; Interrogation 73; Starship Cmbt Tac/str 27; Env suit op 73; Marksmanship 53; Personal Combat (unarmed) 52; Shuttle Ops 43; Computer Tech 25; Language, Terran 65.
Phaser II, Communicator, Agonizer, Detonator (see above), armoured life-support suit.

Slaad Slixiix: Lieutenant (Intelligence, Technical Branch);
STR:56; END:45; INT:78; DEX:78; CHA:14; LUC:18; PSI:10.
Significant skills: Electronics 87; Personal Combat (unarmed) 52; Transporter Ops 63; Computer Tech 45; Language, Terran 39; Mech Eng 69; Disguise (Surgical) 47; Env suit op 31.
Phaser II, Electronics tool kit, Tricorder (Federation model), Communicator, disguise kit, armoured life-support suit, Agonizer.

Zilviik Kolan: Sergeant (Intelligence, Technical Branch);
STR:62; END:59; INT:84; DEX:77; CHA:12; LUC:03; PSI:21;
Significant skills: Electronics 45; Personal Combat (unarmed) 41; Computer ops 84; Computer Tech 67; Demolition 86; Language, Terran 19; Mech Eng 21; Env suit op 45.
Equipment: Phaser II, Electronics tool kit, Tricorder (Federation model), Communicator, Explosives kit (contains 3 limpet mines, detonators, a spare radio-detonator, etc), armoured life support suit.

NEWS SKILLS

Disguise (Surgical). The ability to use automated plastic surgery instruments for disguise. Not available to player characters, who must use Medical skill instead.

Demolition. The effective placement and use of explosives.□

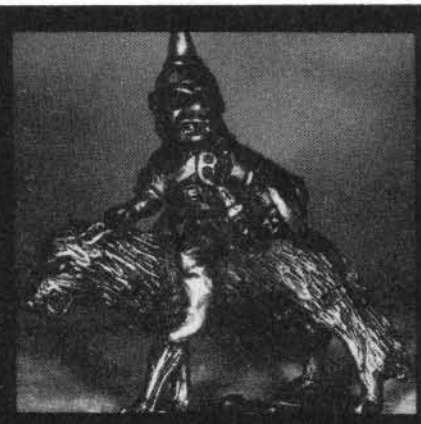
SOURCES

While the events of this scenario were not directly suggested by any one source, the following references may be useful to referees:

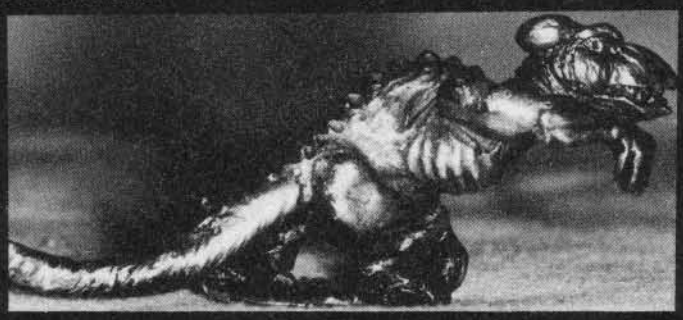
The Moon is a Harsh Mistress	Robert A Heinlein
The High Frontier	Jerry Pournelle
The Fountains of Paradise	Arthur C Clarke
The Web Between the Worlds	Charles Sheffield
War in 2080 AD	Dave Langford

ESSEX FANTASY

ADVENTURERS 13 18

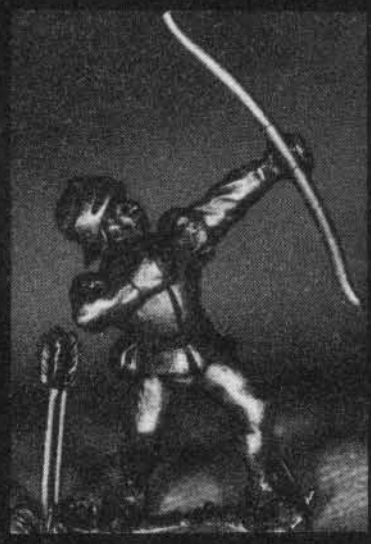


GOBLIN RIDING WOLF 83



SWAMP MUTANT 57

NEW!
Gross barbarian women warriors . 44p each minimum
Postage 50p
84 Semi naked with whip & daggered gauntlet.
85 Naked & busty with scimitar & shield.
86 Queens bodyguard (breastplates & helmet)
87 Semi naked gladiator with sword & dagger.
88 Semi naked wolfskin clad huntress/archer.



M5.5

Telephone orders: Access or Visa 0268 682309 – SAE for catalogue.
Unit 7 Chapman Court, Charfleets Road, Canvey Island, Essex.

UNSURPASSED QUALITY!

dixon MINIATURES

25MM

NINJA

Assassins of the night!

Our sole distributor for the U.S.A. & Canada is Mr. J.B. Hood 'Wargames', 1410 Promenade Bank Centre, Richardson, Texas 75080. TEL: 214 387 0360.

Send £1.50p for fully illustrated catalogue or S.A.E. for up to date list

T.A. Dixon: Unit 28, Spring Grove Mills, Linthwaite, Huddersfield, W. Yorks, England. Tel: (0484) 846162.

GAMES WORLD

A New Power arises in West London

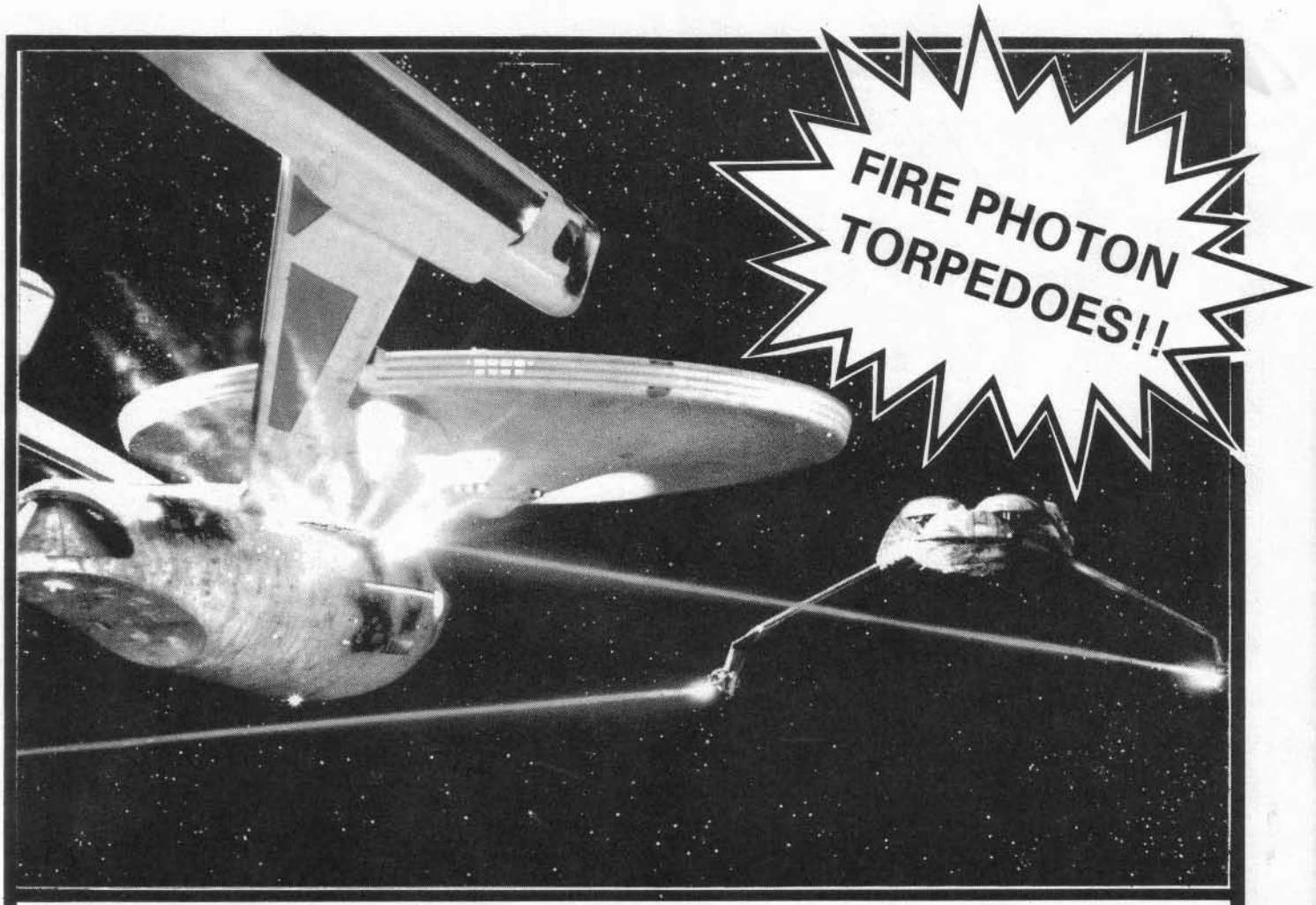
Behold the glittering treasures held at GAMES WORLD gathered from all corners of the Known Universe.

Seek ye out the group discount.

Harken to the Call...

GAMES WORLD
129 KING STREET, HAMMERSMITH
LONDON W6 9JG PHONE 01 741 4467

Nearest Tube Hammersmith Late Opening Thursday till 8pm



STAR TREK III STARSHIP COMBAT GAME £9.95

THE MOST IMPORTANT ADDITION TO THE *STAR TREK* RPG RANGE

Take command of a STARSHIP and out-manoeuvre the enemies of your race to gain victory. Hide in asteroid fields, lay traps with deadly gravatic mines, or battle for planets in this fast paced exciting game.

WHAT YOU GET:- * Introduction to Starship Combat. * Advanced rules. * Starship data+combat charts. * Master control panels. * 78 die-cut full colour counters. * Die-cut display counters. * Starship combat hex grid. * 1 twenty-sided dice.

LOCK ON TARGET AT:

GAMES WORKSHOP
27/29 Sunbeam Road, London NW10 6JP.
Tel: 01-965 3713

WHIMZ, 56 Battersea Rise, South Circular Road, London SW1.
NSS READING, 100 Broad Street, Reading, Berkshire.
GAMERS IN EXILE, 293 Pentonville Road, London N1.
CLASSIC MODELS, 126 Botcher Gate, Carlisle, Cumbria.
FANTASK APS, Skt Pedersstraede 18 1453 Kobenhaven K Denmark.
BOYDELLS, 16 Oxford Street, Bolton, Greater Manchester.
MANSELLS MODELS, Mansells Corner, Palace Avenue, Baknton, Devon.
RITZ TOYS, 100 Queensmere, Slough, Berkshire.
TOYCRAFT-CHELTENHAM, 14 Winchombe Street, Cheltenham, Gloucs.
KEIGHLEY TOYS+SPORTS, 271-273 Hoylake Road, Moreton, Wirral.
GAMLEYS-CRAWLEY, 12 Hablett Avenue, Crawley, Sussex.
GREGORYS TOYS,, 28 Arundel Street, Portsmouth, Hampshire.
GREGORYS TOYS, 8-9 New Market Square, Basingstoke, Hampshire.
G&I MODELS, Horsemarket Street, Warrington.
TWYFORD MODELS & TOYS, 32 High Street, Burnham, Slough.
BATESONS, 56 Abingdon Street, Blackpool, Lancs.
J.N. DIGGLE & SONS Ltd, 32 Albert Road, Blackpool, Lancs.
DJ'S TOYS Ltd, 11 Town Square, Stevenage, Herts.
GAMES'N'MODELS, 66 George St, Hull.
THE GAMESKEEPER, 105 Cowley Road, Oxford.
GAMLEYS Ltd, Stoneborough Centre, Maidstone.
G.Y.F. BUSINESS SERVICES, 8 New Street, Ledbury.
HOBBY CENTRE, Unit 10, Hoxton Shopping Walk, Hoxton St, London N1.
THE HOBBY HOUSE HOBBY SHOP, 3 Little Castle Street, Truro, Cornwall.
JOTO, 7 Lawrence Sherriff Street, Rugby.
MARKET MODELS, 70 Broadoar Way, Stevenage, Herts.
THE MODEL SHOP, 190-194 Station Road, Harrow, Middlesex.
KNIGHTS, 100 Broadstreet, Reading.
PIED PEDALLER, 3 North Street, Thame, Oxon.
TOYMASTER, 35 Commercial Street, Dundee.
TRENTS LEISURE, 25 Bridge Street, Swindon, Wilts.
THE WONDERFUL WIZARD FOR TOYS, 14-15 Fishergate, Preston, Lancs.
STAMP SHOP, 34 St. Nicholas Cliff, Scarborough, N. Yorks.
GAMES & PUZZLES, 1a Back of the Inns, Norwich, Norfolk.
SWANSEA MODELS & HOBBIES Ltd, Plymouth Street, Swansea.
F.T.B. LAWSON Ltd, 71 New George Street, Plymouth.
H.C. GREEN, 25 High St, Royston, Herts.
THE WARLORD GAMES SHOP, 818 London road, Leigh-on-Sea, Essex.
TRAINS & THINGS, 170/172 Chorley New Road, Horwich, Nr Bolton.
ESDEVIUM GAMES, 185 Victoria Road, Aldershot, Hants.
THE CLYDESDALE, Tait Street, Carlisle.
PLEASURE & TREASURE, 4 Swan Square, Burslem, Stoke-on-Trent.
D.W. GAMES, Shambles Arcade, 21 Hales Street, Coventry.
ARTS & CRAFTS STUDIO, 14-16 St Michaels Row, Chester.
DAVIDS TOYS & HOBBIES, 52 High Street, Newhaven, East Sussex.
F. GARNELL, 56 Harvey Centre, Harlow, Essex.
CARTERS, 15 Bridge Street, Bradford, West Yorkshire.
M&M NEWS, 5 Market St, Wolverhampton.
GAMES WORKSHOP, Unit 162, Marsden Way, Arndale Centre, Manchester.
GAMES WORKSHOP, 95 The Moor, Sheffield.
GAMES WORKSHOP, 1 Dalling Road, Hammersmith, London W6.
GAMES WORKSHOP, Unit 37 West Court, New Street Shopping Centre, Birmingham.
GAMES WORKSHOP, 41a Broadwalk, Broadmarsh Centre, Nottingham.

THRUD THE BARBARIAN IN THRUD THE DESTROYER

Part Two

TWO PEASANT FARMERS HAVE ARRIVED AT THE HOBBIT'S ARMPIT LOOKING FOR MERCENARIES TO HELP DEFEND THEIR VILLAGE. HOWEVER, WHEN THE MEN THEY HAVE PICKED GET INTO AN ARGUMENT WITH THRUD, THEY DECIDE TO R THEIR IDEAS...

ER, EXCUSE ME SIR, I WONDER IF YOU COULD HELP US?

WE ARE LOOKING FOR WARRIORS LIKE YOU TO HELP SAVE OUR VILLAGE – EVERYTHING USED TO BE PEACEFUL THERE UNTIL ONE DAY...

THEY ARRIVED! - A VICIOUS HELL HORDE UNDER THE COMMAND OF A RUTHLESS LEADER, KNOWN AS...

THE BLACK CURRANT

...THEY LOOTED OUR HOMES, BURNED OUR WOMEN, RAPED OUR LIVESTOCK AND ATE OUR BABIES!

SO WHAT?

THE BLACK CURRANT'S CASTLE IS SUPPOSED TO CONTAIN RICHES BEYOND IMAGINATION..' "SO WHAT?"

HE HAS A HAREM OF THE MOST BEAUTIFUL WOMEN IN THE LAND... "SO WHAT?"

...HIS CELLARS ARE FILLED WITH THE FINEST ALES IN THE KINGDOM...

SO WHAT ARE WE WAITING FOR?

RIGHT, COME WITH US AND WE'LL INTRODUCE YOU TO THE OTHERS

THEY'VE GOT HIM AND THEY NEED OTHERS?!

GAMES PEOPLE PLAY

The gamers games shop.

WE DON'T CLAIM TO HAVE EVERY GAME IN THE UNIVERSE BUT YOU'LL BE SURPRISED JUST HOW MUCH WE HAVE !

MAIL ORDER WELCOME.
BARCLAYCARD & ACCESS ACCPETED.

We carry all major and most minor role-playing systems with a full supporting cast of scenarios and back-up material.

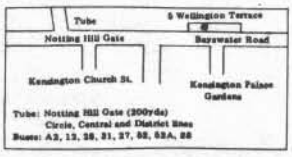
We stock almost every conflict boardgame currently available in the UK.
Our 2nd hand games section offers out of print games.

We offer an extensive choice of historical and fantasy figures by:
ASGARD, CHRONICLE, DENIZEN, CORVUS, ESSEX, GRENADIER and others.

In 15mm you'll find JACOBITE and TABLETOP FANTASY, SF and HISTORICAL MODELS.

PLUS
SKYTREX 1/300 MODERN. ROS and HEROICS 1/300 figures.

All this with a full logistic support of acrylic and enamel paints, 50 plus different rules sets, 25 plus different magazine titles, dice, Gallia buildings, Prince August cast your own, Integral Terrain, Torchlight, Dungeons and .....



5 Wellington Terrace, Bayswater Road, Notting Hill Gate, London W2.
Telephone: 01-727 9275

Open 11.00-5.30. Late Night Thursday 7.30.
Saturday 10.00-6.00. Closed Sundays.

THE ROLE-PLAYING GAMES MONTHLY MAGAZINE

WHITE DWARF

SUBSCRIPTION–ONE YEAR/TWELVE ISSUES
UK & Ireland £11.00 . . . . . ☐
Europe (airmail) £22.00 . . . . . ☐
Other Overseas (surface mail) £22.00 . . . . . ☐
Other Overseas (airmail) £33.00 . . . . . ☐
Important: are you renewing a subscription? . . . . . ☐
If renewing, please state subscription number, name and address.
Are you changing address? . . . . . ☐
If changing address please state subscription number, old address and new address.
US subscribers, please contact **GAMES WORKSHOP US, 9110F Red Branch Road, Columbia, MD 21045.**

BINDERS
Available NOW! Each binder has a red "leather look" finish, "White Dwarf" embossed on the spine, and holds 12 issues.
UK–£4.50 each including p&p. Please send . . . . . binders
Europe–£5.00 each including p&p. Please send . . . . . binders
Other Overseas–£6.00 each including p&p. Please send . . . binders

OTHER MAGAZINE SUBSCRIPTIONS

	UK	Overseas
Travellers Journal (4 issues)	£10	£16
Nexus (6 issues)	£17	£26
Auto Duel Quarterly (4 issues)	£10	£16
Space Gamer (6 issues)	£17	£26
Fire and Movement (6 issues)	£17	£26

Subs will begin with the current or next available issue.

Please make your cheques/PO payable to (no cash accepted)Games Workshop 27/29 Sunbeam Road, London NW10 6JP.
ALL PAYMENTS IN BRITISH CURRENCY PLEASE
VISA(Barclaycard), ACCESS, AMERICAN EXPRESS' and DINERS card holders can subscribe by telephone on 01-965 3713.

PLEASE PRINT CLEARLY IN BLOCK CAPITALS
NAME . . . . . .
ADDRESS . . . . . .
. . . . . .
. . . . . .

HEROES
MINIATURES

7, Waverley Place
Worksop, Notts.
Tel: (0909) 476128

STARKILLERS – 50 pence each

SK1	Starkiller Captain
SK2	Starkiller Female Bodyguard
SK3	Starship Crewmember
SK4	Starship Crewwoman
SK5	Multi-Combat Droid
SK7	Starkiller Combat Droid
SK7	Starkiller Warrior
SK8	Trooper in Body Armour

ADVERSARY FIGURES
Foes and Villians for any R.P.G. or game.

A1	Giant Lion headed demon	1.30
A2	Leatherman	0.50
A3	Evil Overlord	0.70
A4	Evil Queen	0.50
A5	Spawn of Evil	0.70
A6	Mercenary	0.70
A7	Champion	0.50
A8	Evil Guard	0.50
A9	Elite Evil Guard	0.50
A10	Evil Wizard	0.50

A4

Send 50p for Catalogue

25m/m MUTANT ZONE NOW AVAILABLE

MOUNTED MEGA HEROES £1.30

MMH1 Barbarian (as MG1) on War Horse. supplied with weapons and equipment.

HEROES MINIATURES SPECIALITY SETS £2.80

HMS1 Barbarian Adventure. Includes: MG1, MMH1, plus a special Barbarian figure that is only available in this set along with 10 weapons and equipment.

30p Min
Post & Packing
up to £3
over 10%

Welcome to Heroes & Villains, *the regular column devoted to Superhero role-playing. This column will aim to expand the rules of SHRPGs in much the same way as* Treasure Chest, RuneRites, Starbase, *etc, have expanded other game systems. The first few instalments will be devoted to* Golden Heroes, *but the page is open to other SHRPGs. If you've got any good ideas, put them down on paper and send them in.*

To start with, we proudly present something to allow beleaguered SSs who're besieged by hordes of oilrig-hurling heroes to get their own back with...

MEGAVILLAINS

Primarily, megavillains are powerful characters who can single-handedly take on and beat a superhero team. Each comic-book superhero team has its own megavillain whose schemes they must constantly thwart and whose abilities match their own superpowers.

To design a megavillain you must first decide on a theme or a name (preferably both). The theme should be generic/elemental rather than specific to allow you to build in many different superpowers; for example, total control over temperature, weather, earth or fire. Select the megavillain's superpowers to reflect this theme. If the power has more than one Grade, then they should be given high Grades, if not maximum, but avoid unnecessarily high Grades: never use Grade 3 where Grade 2 would do.

If necessary, invent a new superpower or have the megavillain develop new refinements of existing ones. Comic-book villains often have abilities new to the heroes and it is fun to bemuse the players and keep them guessing. Don't go over the top, as any refinement should be available to the players as well if they have a suitable hero.

It is important that the megavillain has several advantageous backgrounds compatible with their theme. Most megavillains are assumed to have been around for a while, so they've had plenty of time to refine their skills, train, develop abilities and scientific skills, amass a fortune, and make contacts, etc. These guys are powerful enough to conquer the world so getting into a Position of Power (for example) won't have been beyond them either.

The megavillain's physical attributes should be designed with the strongest opposing hero as the standard. The megavillain should be able slug it out with that hero on equal terms - taking the damage dished out and giving it back in equal measure. This does not mean that they need be *Superstrong* or have *Tough Skin* or *Armour*, however. Use a method more in keeping with the megavillain's other abilities. *Mass Variation, Cybernetic Devices, Magical Enhancements,* etc, are good ways of compensating for high *Strength* in an opponent whilst *Force Fields* and good dodges (particularly refined power dodges) can be used instead of the more obvious damage reducing powers.

The real bugaboo for the heroes is the number of Frames that these fiends have each round. Megavillains have as many Frames as the SS wishes, and these need not remain constant for that particular character. The usual number of Frames for a megavillain is 3 plus 1 for every hero they are engaging at that time, but this can be increased if they are fighting on their own ground or decreased if they are having to watch out for lackeys, etc. Furthermore, they ignore initiative rolls (the *real* clincher), using their own Frames whenever they want to throughout the round. It is impossible for a single hero to defeat them and even the most powerful team would need good teamwork to stand a chance.

Most importantly, megavillains require an experienced and skilful SS. It is the quality of their tactics and personality which sets most megavillains above their contemporaries. Refrain from using them until you are confident you can do justice to this side of their persona.

As an example, here is Earthlord, to give you some idea of what this sort of character should be like.

EARTHLORD
Aliases: Various

Ego: 17	**Strength:** 43 (23)
Dexterity: 9	**Vigour:** 18 (11)
Movement:	6m/3m
Dodge Modifier:	Can't dodge
Strike Modifier:	0
Defence Class:	1 (4)
Frames per Round:	3+1 per hero
HTK: 62	**Divider:** /7(/4)
Recover:	1d6+1/Rd(Hr)
Hospitalised at:	6
HTC: 67	**Divider:** /7(/4)
Pushback:	25*
Recover:	1d6+1/AC(Rd)
Stage: 13	**Stun:** 6

Usual Attacks	**WC**	**Damage**
Fists	2	2d6HTC/1d6−6HTK (+28[+8])
Energy Attack	3	25d6 over 5 Rounds
Force Field	3	Restrains

Superpowers

Energy Attack: Earth Grade 2: hail of pebbles and stones.

Energy Immunity: Earth: boulders, rocks, etc thrown at him are absorbed into his body *or...*

Energy Reflection: Earth: ...can be reflected back to their source due to his innate control over the elements of Earth.

General Force Barrier: 10HTK: made of earth and stone, it cannot be moved. The shapes remain after he stops concentrating so he can form as many as he wants, given time. He can attempt to form them around a foe as a restraining attack and are DC5 for the purposes of destroying them.

Health: Grade 4 (Grade 2): Disease/Radiation/Toxin Immunity, Regeneration, Fast Recovery.

Larger: Grade 1

Shapechange: Freeform: to large stalagmite or boulder, etc; can merge with the earth and move through it at a rate of 3m.

Solidify

Strength: Grade 1 (Grade 0)

Tough Skin: Grade 4 (Grade 1)

Wallcrawling: Only on natural walls of earth or stone, etc, at rate of 3m.

Earthquake: 20m radius, created by stamping his foot (1 Action); those in range must roll under Dexterity or fall and spend 1 Frame recovering and another to get up at some time.

Advantageous Backgrounds

Immortal

Earthlord is an elemental earth-spirit from the dawn of history. For aeons before the birth of humanity, he wandered the Under-earth tending its crop of minerals and nurturing the roots of the Earth's plant life. Then came Man; forging the stones of the Earth into weapons to slay his own kind and the Earth's other creatures and mining, to rape the Earth of her glory. Finally, he layered metal and concrete upon the land and turned it from its natural form into mad shapes of his own devising.

At first, Earthlord tried to tame the upstart. Man's nature, however, precluded Earthlord's peaceful rule; he was betrayed and bound by Man's magic. Only recently has he escaped, swearing to remove the stain of Mankind from Mother Earth for ever.

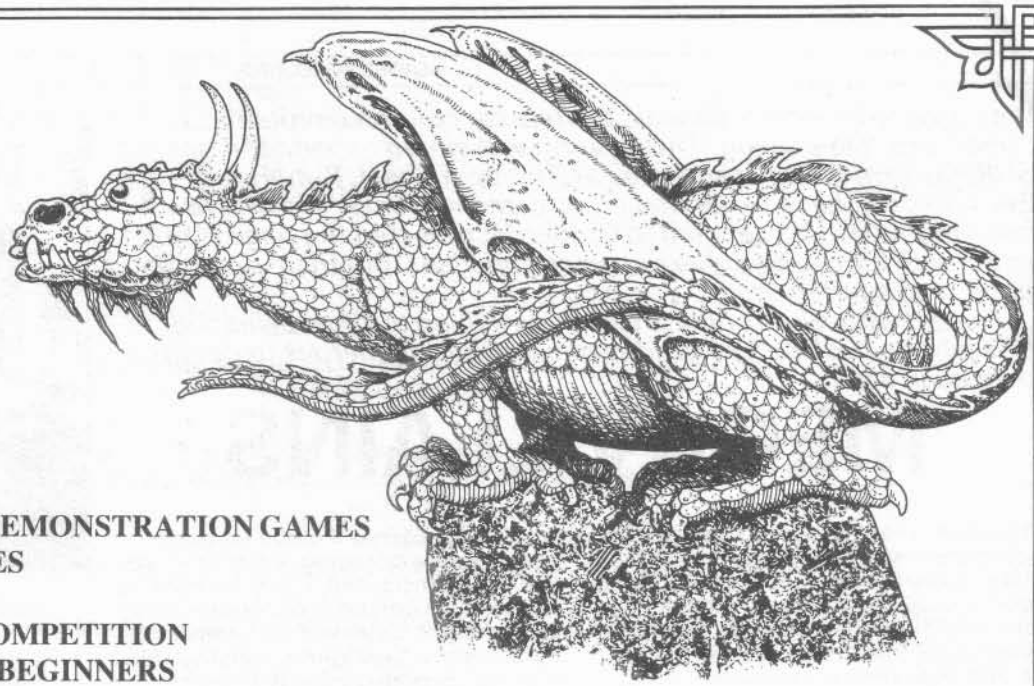
Earthlord cannot abide man's concrete and steel world. He lurks in the wilderness, pouncing on any encroachment. Remote scientific establishments are particularly prone to attack and he is not averse to capturing scientists and forcing them to turn their lunatic science back upon their own.

Earthlord is a large, roughly humanoid mass of earth and clay mottled with patches of moss and fungi. He smells damp, mouldy and earthy, and speaks in a deep rumbling voice.

Earthlord is a megavillain. He ignores initiative rolls. If he is lifted (requiring a strength in excess of 30 if he is on the bare earth), his attributes and power grades fall to those indicated in parentheses.

*He cannot be *pushed-back* when standing on bare earth. □

DRAGONMEET '85
CENTRAL HALL
WESTMINSTER SW1
SATURDAY 25th MAY
10.00am TILL LATE
ADMISSION £1.25



* COMPETITION AND DEMONSTRATION GAMES
* CITADEL MINIATURES
* COMPUTER GAMES
* FIGURE PAINTING COMPETITION
* ROLE-PLAYING FOR BEGINNERS
* TRADE STANDS

THE ANNUAL FESTIVAL OF FANTASY AND SCIENCE FICTION ROLE-PLAYING GAMES.

DRAGONMEET '85

ESDEVIUM GAMES

LOW COST MAIL-ORDER SPECIALISTS –

Come to Esdevium Games and see the best display of games in the country.
Open 5 days a week (closed all day Wednesday).
Fastest telephone mail order service.

Some of our special lines .....

RAGNARAK ENTERPRISES. As their UK agents we now stock all their products ..... The new RPG system, justly praised for emphasis on role-playing development and realistic world design. For more experienced gamers .....

YSGARTH RULE SYSTEM: Set of 6 books: Fantasy Character, Battlecraft, Arts Arcane, Holy Orders, Fantasy World, Last Song of Hergest (Adv.): £11.95

SUPPLEMENTS: Wine of the Moon, Creatures Fair & Fell, Expanding Worlds, The Ancient Powers . . . . £2.95 each or £9.95 the set.

YRS RECORD SHEETS: £95p

MINI-SYSTEMS: Ideal for any FRP system.
1: WERES; 2: Character RP £1.70

RAGNARAK have produced three series of adventures/scenarios suitable for YRS or D&D. All self-contained at budget prices.

YSGARTH ADVENTURES: on the low-entropy world of Ysgarth 4: Cynfein & 5: Ptloemeias . . . . . each £1.70

JAHANNAM/WYRDWORLD: Set in a medium entropy world parallel in background to the Middle-East of the Middle Ages 1 to 9: . . . . . each £1.70

UTTGART: Set on this high entropy world 3 titles . . . each £1.70

ABYSS: is one of the leading small US .zines.
Issues 15-28 . . . . . each £1.20/29-30: . . . . . each £1.70

EIGHT ADVENTURES FROM THE ABYSS £2.95

TO CHALLENGE TOMORROW. Multi Background, simple, SF/Historical RPG £6.95

TRIAD (exp 1) . . £3.95. **LONDON BY NIGHT (exp 2)** . . £5.96

THE DRAGON TREE
Especially for all DMs who want to make their adventures interesting and intelligent.

HANDBOOK OF TRAPS & TRICKS: Over 100 ready-to-play traps & tricks of a wide variety and type of complexity £7.95

DRAGON TREE SPELL BOOK: Some 225 spells, zero to 10th levels, wide in range and use £5.95

BOOK OF ARTIFACTS: 200+treasure/artifacts with users, use, misuse, prices powers and occurence £5.96

MONSTER FILE Vol 1: Let your players see the beast £4.95

AMAZON MUTUAL & DESERT PLOTS: new adventures and scenarios . . . . . each £5.96

These are just some of our games. Our catalogue contains details of virtually all games available in the UK. Send 16p in stamps & 17p SAE (overseas 4 IRC) for a copy (free with orders over £5).

Telephone Order with ACCESS
Payment in £ Sterling please.

ESDEVIUM GAMES (4W)
185 Victoria Road, Aldershot, Hants GU11 1JU
Tel: Aldershot 311443
(Shop Hours)
Farnham 722269 (other times)
NO POSTAGE ON MANY GAMES FOR REGULAR CUSTOMERS.

JOTO

7 Lawrence Sherriff Street,
Rugby CV22 5EJ
Warwickshire
Tel: Rugby (0788) 62372

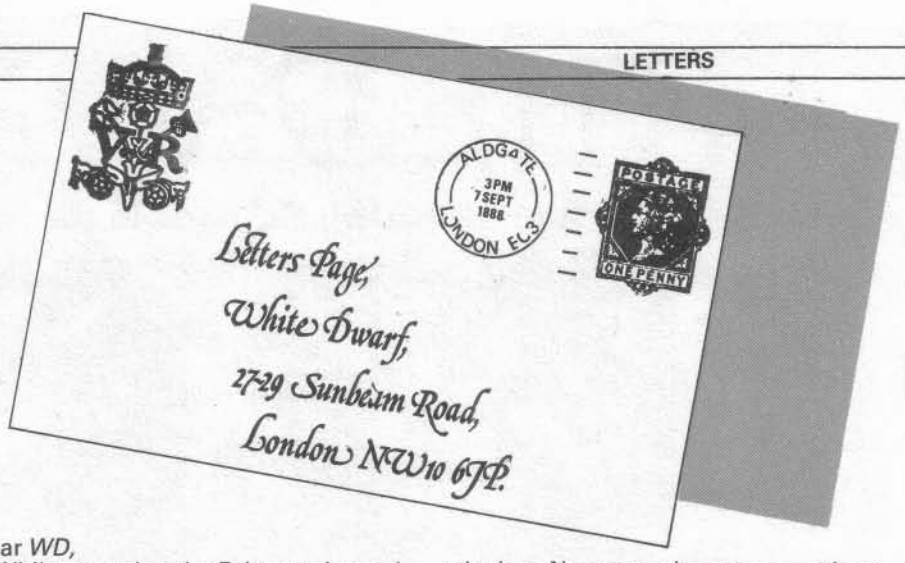
Open Mon-Sat 9.00am-5.30pm

Discount scheme for clubs

KRACKERS GAMES SHOP

For probably the widest range of role-playing, war and sports games in the southwest. Also metal figures, robot models, posters, Judge Dredd magazines, + T-Shirts, + Video Arcade-all can be found at:

The Joke Shop, 158-159 East Reach, Taunton
Tel: Taunton 85630
Opening hours 10.00-5.30 (Closed Thursdays)



Dear *WD*,

Whilst perusing the February issue, I found several points which I believe need commenting upon.

Firstly, on the *Fiend Factory* debate: it is a fact that the quality of the *Factory* has deteriorated of late, but the February issue was a distinct improvement. These mini-scenarios help to flesh out the monsters, and I hope that when *Fiend Factory* branches out into other systems, this excellent idea will be used.

I also notice that the price of our wonderful hobby is continually on the increase. As gaming becomes increasingly commercialised and hyped, so the prices increase. Admittedly, some rises are necessary, such as the figure price increase, but the new *RuneQuest* costs! Oh no! As far as I can see, this will simply begin to kill off the game, I mean £24.95 is really quite ridiculous.

Back to *White Dwarf*, however. *A Place of Damp and Darkness* is one of the most excellent and inspiring articles seen for some time. Let's hope for some more of similar quality. A new writer I notice.

I cannot understand the populace's disdain for *The Travellers, Thrud* and Dave Langford, all of which are excellent and contribute to the standard of *White Dwarf*, which is above that of most of its garish American contemporaries. We should be pleased with what we have.

Yours faithfully,
Stephen Gardner, Cheltenham.

Dear *WD*,

Could I make a suggestion? Could the *RQ* scenario be designed with 3rd edition stats along side the 2nd edition stats? It does not need to be any major effort, just get the writers to add such things as Magic points, Fatigue, DEX SR, some skills and spells in brackets.

I loved *Beyond the Shadow of a Dream*, for though it was labelled a *D&D* and *Fighting Fantasy* scenario it was full of role-playing. It would be easy for any referee to convert it to any other system easily.

The *'Motivated Traveller'* was also very useful, again because if you get the spirit of the simple objective system you could use it in any other system. The Altruist looks particularly fun to play!

In days gone by when I played *D&D* and no other system had been invented, the new monsters in *Fiend Factory* did create interest. The game seemed to be one long puzzle of how to take out the next monster. We knew no better then. It was only later that we realised that the best evenings play were spent *role-playing*. Now new characters, settings, new plots and land keep us amused. How about turning part of *Fiend Factory* into a space for plot ideas?

Issue *61* is one for the file, so thank you *WD*. There was even an article on Alchemists, and me with a new character who is a dwarf.

Yours role-playing,
Max Parsonage, Oxford.

Dear *WD*,

It's a well known fact that you can't win, but you can't win, can you? Still smarting from the lash of Peter Murawski's sarcasm, we thought it might be worth writing to explain to him and Lolth's anonymous follower what we were trying to achieve in writing *Night's Dark Agents* the way we did.

What we were *not* trying to do was to take on the task of creating a Nipponese supplement for *AD&D*. That has been promised for some time, and when it arrives will no doubt cover samurai, ronin, yakuza, geisha and ninja amply enough to satisfy Peter. We had a more modest aim – to provide enough information on historical ninja to allow players and referees of *any* role-playing games to accurately incorporate ninja and ninjutsu. Such information was obviously relevant to *Bushido*, which already has ninja, but given the wide popularity of *AD&D* and *RuneQuest*, we included rule variations for these systems as well, and in the case of the former a complete character class.

This might seem a pointless exercise if, as Peter maintains, such a class is incompatible with either game. That all depends on how closely you stick to the original rules when designing a campaign. It's true that the ninja are not really at home in the feudal European setting of *AD&D*, and the combat rules make it difficult to simulate chain weapons and the aimed attack characteristic of martial arts, but there is nothing fundamental to prevent an *AD&D* based campaign being set in a fantasy Japan similar to *Bushido's* Nippon, or for that matter a *RuneQuest* based one. There is an important difference between a *rule system* and a *rule setting*. Those who don't want a Nipponese campaign can take as much or as little as they want from the articles, but given the popularity of thief/assassin types, we would have thought that there was something in them for most people.

Hour of the Tiger was a multi-system scenario, and there was no way that full stats for all of them could have been included in the available space. They shouldn't really be necessary, though. NPCs do what the referee wants them to do, and the people who need to have fully detailed skills are the player characters. They had three articles and a character class, which should be enough to go on.

Before signing off, could we use this opportunity to ask Gordon (?) Schilde, the ninjutsu student from Canada who wrote to us care of *White Dwarf* to write to us again. The envelope with your address wasn't passed to us, and we can't reply!

Hoping things are clearer now,
Chris Elliott and Richard Edwards,
London.

Dear *WD*,

It is with regret that I do not use the usual preamble we find in most of your letters (you know the sort, 'the best *Dwarf* I've ever read' etc). Increasingly I find it less worth the effort of sorting the good articles from the plethora of ads etc.

Anyway, down to business, and in particular the letter from Jez Keen printed in *WD61*. In defence of the *Fiend Factory* he gives the excellent reason that they provide interest, confronting the players with something they don't expect. In the same issue's *Fiend Factory* we find the armbane bug (a poisonous flying beetle), the buzzbug (stand outside on any summer's day, sweat and see who happens along), and various other creatures, apparently doing the same as may creatures of a different size.

Jez does have a point though, a limited number of monsters does make for a boring 'knock 'em down drag 'em out' dungeon crawl, but outside the bendy dungeons and cartoons there is room to make monsters more interesting, perhaps in the vein of *Trollpak* for *D&D*.

Even within the dungeon there is the opportunity to make the monsters interesting. Jez gives the example of trolls running a sweetshop as novel, but silly, and I quite agree, but trolls and even orcs may run sweetshops when they're just next door to the ironmongers! Some orcs may be capable of running an organised society.

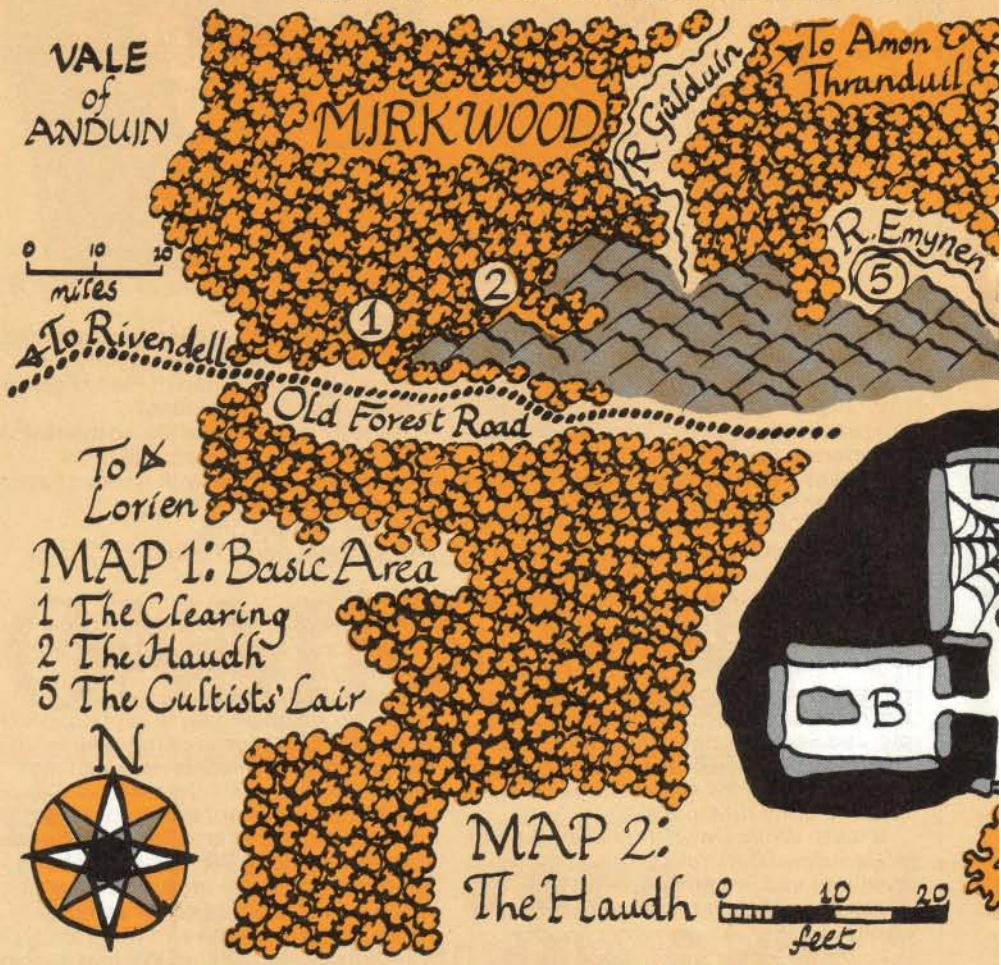
Imagine your errant paladin's surprise when, packed full of stories about orcish misdeeds, and out for blood, with the full blessing of his church, he comes across an orc city full of (moderately) calm and peaceful orcs. Add a nearby tribe of orcs of a more traditional vintage, and the paladin will feel a great crisis of conscience looming! (Read the first *Corum* books by Michael Moorcock for a similar situation).

The wealth of monsters available will provide a great variety of different ways for adventurers to kill or be killed, but a well chosen and fleshed out selection will, in my opinion, make for an ultimately more interesting and durable campaign. I can do no better than to quote Roger Musson (*WD25*) . . . '*D&D* in its highest form allows players the fun of actually taking part in a fantasy novel'. Please note that the numbers of different monsters in a good novel is very low.

May your troll's profits never dwindle,
Nigel Steel, Upminster.

THE DAWN

A MERP/AD&D Scenario in the Forest



DM's INTRODUCTION

The Dawn of Unlight is a fantasy scenario set in the Forest of Mirkwood in the northwest of Middle Earth. Although firmly set in the world that Tolkien created, it may also be set in your own campaign world with little trouble; pick any forest area associated with evil things and make sure that there are some elves or a similar race nearby. If you are playing the scenario in Middle Earth, almost any time period could be used, such as the standard *MERP* seventeeth century TA or sometime in the 4A.

This adventure has been designed for fairly low level characters, although DMs should not find it difficult to upgrade individual encounters for more powerful adventurers. A party with a total of around 15-20 levels is suggested, eg 3-4 types of characters of 5th level or 6 of 3rd level. If you are playing *MERP*, the following types of characters are suggested: silvan elves, sindar, stoors, beornings, dunedain, eothraim (rohirrim) and woodmen. Any character professions and abilities may prove useful, and everyone should be able to defend themselves. If you are playing *D&D* or *AD&D* the following races and classes are suggested: elves, men, halflings, half-elves, half-orcs, fighters, rangers, magic-users, clerics, druids and thieves.

The party should start based in or around the Forest of Mirkwood and the adventure begins as a seemingly normal trip into the forest. It would help the plot greatly if one or more of the characters comes from a woodland tribe. The following extract from *The Silmarillion* should provide you with ideas of the atmosphere you should try to create and can be read to the characters if they visit the elves (section 3).

'. . . Therefore Melkor said to her: 'Do as I bid; and if thou hunger still when all is done, then I will give thee whatsoever thy lust may demand. Yea, with both hands.'

'A cloak of darkness she wove about them when Melkor and Ungoliant set forth: an Unlight, in which things seemed to be no more, and which eyes could not pierce, for it was void.

'Upon the mountain-top dark Ungoliant lay; and she made a ladder of woven ropes and cast it down, and Melkor climbed upon it . . . Then Melkor laughed aloud, and leapt swiftly down the long western slopes; and Ungoliant was at his side, and her darkness covered him.

'And in that very hour Melkor and Ungoliant came hastening over the fields of Valinor, as the shadow of a black cloud upon the wind fleets over the sunlight earth; and they came before the green mound Ezellohar. Then the Unlight of Ungoliant rose up even to the roots of the Trees, and Melkor sprang upon the mound; and with his black spear he smote each Tree to its core, wounded them deep, and their sap poured forth. But Ungoliant sucked it up, and going then from Tree to Tree she set her black beak to their wounds, till they were drained; and the poison of Death that was in her went into their tissues and withered them, root, branch and leaf; and they died. And still she thirsted, and going to the Wells of Varda drank them dry; but Ungoliant belched forth black vapours as she drank, and swelled to a shape so vast and hideous that Melkor was afraid.'

PLAYERS' INTRODUCTION

The party are between the Forest River and the Old Forest Road and are hunting either for their supper or furs. They stumble into a clearing in pursuit of a boar or deer and see a woodman encampment on the other side, nestled amongst the boulders that surround a natural fountain spring. However, the glade is unusually quiet, the tents are in disarray and in the undergrowth lie many bodies . . .

GM's Notes

The players should not be expecting trouble and though they have strayed deeper into the forest than they usually care to, they should initially feel within the safe confines of civilisation. As they are on a hunting trip, they will most likely *not* have all their usual adventuring gear. It may help you to keep a calendar as time may become important.

ONE

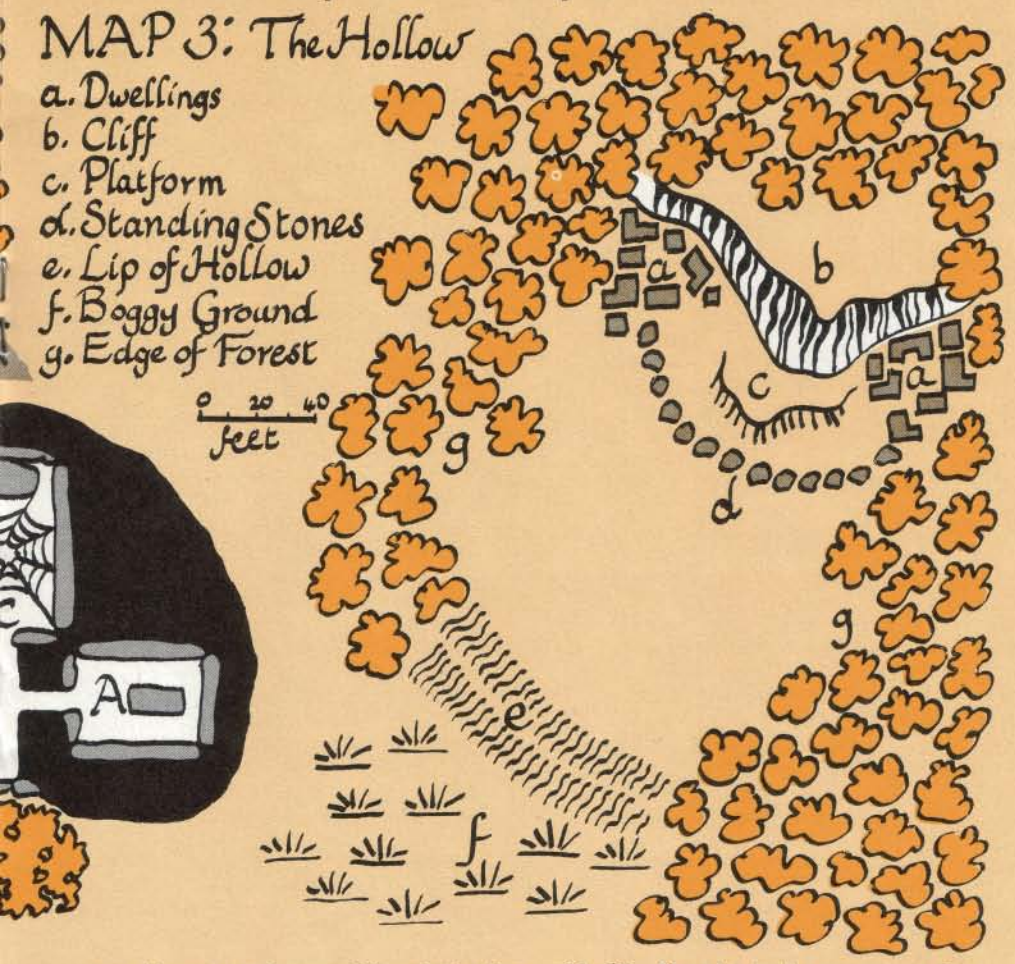
The Clearing

The clearing is about 30 by 50 yards and has a rocky outcrop at one side where the spring is. Straggly shrubs and grasses grow on the floor of the clearing and there are many tracks around. The players will find that the bodies have been hacked, stabbed and torn apart. The woodmen were fallen on unawares in their sleep and the bodies have been lying dead for some time (over a day). The guards were presumably surprised and slain first, then every other person was slaughtered. Players may search the area for as long as they like. Each ½ hour a character may make a Perception roll (*AD&D*: roll under INT on 4d6). If successful, roll a d6 to determine which of the following points of information they realise or discover. If this is a repeat of an earlier roll or is inappropriate to their skills, nothing is discovered.

1. The men were killed both by natural weapons (teeth and claws) and by manufactured ones (daggers and swords). Some arrows were evidently used but retrieved – except one, a blackened-wood shaft with a wickedly barbed head.
2. There are no bodies of children here, despite the obvious signs in these tents of childrens' belongings.
3. The branches overhead around the edges of the clearing retain strands of great cobwebs. They are still slightly sticky.
4. A number of the bodies appear to have died of smothering or suffocation *before* being mutilated. Only someone able to *heal* can tell this.
5. A successful tracking skill roll will

OF UNLIGHT

of Mirkwood by Graham Staplehurst



reveal human or humanoid tracks leading from and to the northeast, into the forest.

6. A patch of rare plants are purplish-black compared with their normal dark green hue. A Herbalist, Druid or Ranger will be able to tell this as a sign of the presence of great evil or poisonous creatures.

The Troll

If the players remain in the clearing for an hour or more, the following encounter takes place. First roll Perception (at Difficulty 'hard' −10) to see if they are surprised. If they all fail, then they will not detect the approach of the troll. (*AD&D*: roll for surprise as normal, using a d6).

The troll will attempt to surprise a character separated from the rest of the party and capture them with his net and club (for full details of the troll, see stats at the end of the scenario). If the troll manages to capture someone, or if he is badly wounded, he will run off and attempt to evade the rest of the party. He knows the paths in the forest well and will make for his cave, which is 3 miles away. He shares the cave with a she-troll whose whereabouts should be determinded by a d100 roll:

01–15	The troll meets the she-troll on his way back to the cave.
16–60	The she-troll is in the cave on his return.
61–80	The she-troll encounters the party separately as they are pursuing the first troll.
81–00	The she-troll returns to the cave about 1 hour after the troll does.

The she-troll will not be too upset at the loss of her mate, but will help him if she sees him being attacked. Both trolls are renegade olog-hai. The cave is a simple 3-room affair, hidden, exceedingly smelly and messy. Under a pile of rubbish in the furthest room is a large slab under which their treasure is kept. Anyone trying to lift the slab must roll under STR on d100+50 (*AD&D*: roll on 4d6+6). Underneath in a scraped-out hollow is a sword with a silver hilt, several hundred copper and silver coins plus a few gold, a gold neck chain, some rusty weapons and shields and a dark glass bottle. The bottle contains Zur potion (see Table ST−5) and has 5 doses (*AD&D*: Zur potion is brewed from a fungus and increases sense of smell and hearing ten-fold for 1 hour per dose). If any potion is drunk in the cave, the character will be stunned for 20 minutes as the smell is so bad!

TWO

Introduction

The players may wish to find out who has slaughtered a whole woodman tribe, particularly if one of the characters is of their kin. The DM can have the character recognising some of the dead people. Clues leading to the discovery of the perpetrators include:

1. The trail from the clearing into the deep forest.
2 Speaking with the dead, either through casting spells or eating special herbs.
3. Contacting inhabitants of the forest hereabouts – speaking with the animals or even plant life. There may also be intelligent creatures such as the sprites that shyly linger amongst the oaks.
4 Collecting rumours along the road – these include a story about dead spirits that have arisen, being troubled in their graves, and are stalking the woods and killing people.

If the party either follow the trail or the directions of the forest folk, they will end up at the haudh eventually.

The Haudh

The haudh is a barrow mound where several wise men of the woodmen tribes were buried early in the TA. With changes in clan structures and the effects of the Great Plague, most people have forgotten the ancient grave, but they were great leaders in their time. The Cultists (see below) needed a place of this sort to attempt their link through the spirit world with Ungoliant.

Inside the haudh there are 3 chambers laid out in a T-shape. The two side chambers seem to have been left mainly undisturbed, but close examination will reveal that the bodies have been moved and apparently pulled through a thorn bush! Both these corpses are actually wights, and a couple of minutes after anyone enters a side chamber they will animate. The wights will try to drive anyone interfering with their burial mound out, and if anyone steals anything from a wight's chamber, that wight will follow by night. It will be able to catch up with the party on the second night.

When the characters see a wight in its animated state (glowing, misty green and noisome) they must make an RR at the wight's level or flee in terror (*AD&D*: roll under WIS on 3d6+4 to save). If the characters approach the haudh or camp nearby after nightfall, there is a 40% chance of encountering a wight from the haudh. If a wight is destroyed outside the barrow, it will permanently disintegrate in the light of the morning sun. Wights are armed with green wooden daggers and any touch from them automatically causes a 'B' cold critical (*D&D*: This effect should be treated as an icy version of *burning hands* spell at 4th level) as well as any other damage.

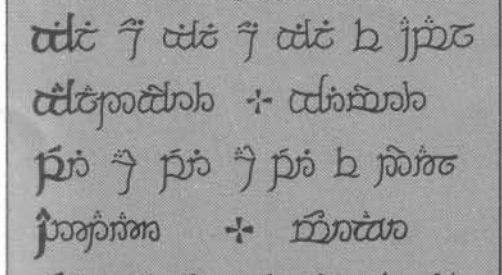
All the chambers are about 18' long and 12' wide. They contain a central slab on which the attired body was set, wreathed in woodland flowers and leaves. Pots of food and wine were set around the slab. The chambers have walls of solid stone arranged like a dolman. From the outside, the haudh is hard to distinguish from any other knoll or rocky outcropping in the forest, except for a door hidden behind a holly tree planted by the woodmen as a guardian spirit. Druids and herbalists will know that the holly is a sacred tree to these people. ▷

Chamber A. The figure here is skeletal and almost completely fleshless, and lies wrapped in a tatty cloak and ringmail tunic. At its side lies a gold-hilted sword of fine antique craftsmanship. Hidden beneath it is its green dagger. Around it are pots of dried-up honey, fruit, wine, etc.

Chamber B. The corpse here is nothing but tatters of skin and bone, wearing a mildewed cloak apparently worked with heavy brocade and tiny gemstones. Around its waist is a wide bronze-link belt and horn-handled hunting knife. At its side lies a heavy iron warhammer with nastily spiked claws opposing the beak. The hammer was made by dwarves of the Iron Hills as a present for the chieftains and has dwarfish runes inscribed on the hilt. If read and understood, they have two effects but only someone friendly to dwarfkind will be able to use it. The first ability is causing fear in an enemy it strikes, equivalent to a 6th level *stunning* command. (*AD&D*: *hold person*). The second ability is activated by a shouted command word, and the wielder can point the hammer to produce a 6th level *fear's song* (*AD&D*: *fear*).

Chamber C. This chamber has been disturbed by the Cultists for their own uses. They have left the other two corpses as wights as they are good guardians and confuse the local populace as to the real nature of goings-on in the area. The plinth on which the third corpse once rested is now an altar against one wall and the floor has been thickly strewn with ashes in which a spider-web pattern has been traced. At certain points in the design, green wooden daggers have been stuck upright in small creatures, including a human baby. The whole exudes a very strong feeling of evil and all characters should make a morale check to stay. Strange and unpleasant smells hang in the air, not least that of rotting flesh but also other nameless and loathsome things.

On the black wall of the chamber are some strange drawings and inscriptions, painted in blood. The main one is shown in the illustration. The alphabet is elvish, but the language is unfamiliar.



Anyone able to speak Quenya (High Elven) will recognise some elements. The full translation reads as follows:

'Mother oi Mother oi Mother of Might,
Treeslayer,
Betrayer,
Daughter au Daughter au Daughter of Night,
Fire-eater
Blackcheater
Born eya Born eya Born of Unlight.'

Characters able to speak Quenya will be able to read certain words, such as 'mother', 'tree' and 'light', but no more. However, the party should be urged and encouraged to make every effort at finding a translation. Since the text is so obviously elvish, a trip to an elvish place of knowledge and learning with a library should be suggested: these include Rivendell, Lorien and Amon Thranduil in Middle Earth. If you are setting the scenario in your own campaign world somewhere similar will doubtless be known to the players.

THREE

A long trip to one of the elvish settlements will not prove uneventful. Middle Earth is a dangerous place and Mirkwood is certainly no exception. Foes of every sort roam abroad, ready to ambush and kill anything that passes, for food, gold or sheer aggressive instinct. Here are three possible encounters for the DM to impose on the party; timing and location is left open for the DM to set.

A. Orcs. A group of 5 orcs are on a 'wide patrol', sent out by the Necromancer of Dol Guldur or the Witch-King of Angmar to terrorise their reaches of Mirkwood and its environs. Their leader is Golbak, who wears rigid leather armour and carries a shield and morning star. The other four wear soft leather armour and carry either a scimitar or a handaxe along with either a shortbow or 2 spears. Golbak has two precious flasks on his belt: one of the orcish cordial which boasts endurance ×3 for 1 day; the other of Rewk Brew, made from a variety of oak apple and capable of healing 2-20 hits (*AD&D*: heals 1d8 HP).

The orcs sleep in trees during the day. At dusk they rise, light a fire and prepare a meal before moving off when light falls. The party may encounter them if they make a camp beneath the trees the orcs sleep in. Either the orcs will be woken up by the noise and smoke, or will surprise the party by dropping on them having heard them approach. Alternatively the orcs may come across their camp at night and attempt to surprise anyone on watch. All the orcs carry ropes, daggers or knives and a collection of oddments. Golbak has a heavy ring worth 15gp (*AD&D*: 45gp).

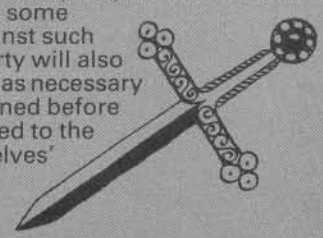
B. Bear. The party disturbs and enrages a female bear. This may be because (i) a stray arrow hits her whilst the characters are innocently hunting, (ii) they come between the she-bear and her cubs, or (iii) she has been badly bitten by a snake or insects and she stumbles into the party. If the party immediately runs, she will not be able to catch up with them. If they fight, she will retaliate until very badly wounded, or to death if her cubs are involved.

C. Spiders. A member of the party incautiously encounters part of a great spiders web and is stuck. Within 1 minute the first spider will arrive, and another will arrive after each further minute until there are 4 spiders. Each round, a spider will either try to attack someone still free, or will spin webs between two trees in an attempt to ensnare another character. If a spider is killed, roll a morale check (3rd level RR) for the others to see if they stay and fight or flee (*AD&D*: see *DMG* rules on morale). If a second spider is killed, make a 6th level morale check.

If the third is killed, the fourth will automatically attempt to flee across the branches of the spreading firs. Note that the spiders are particularly afraid of fire, and this will rapidly destroy their webs. The only other way to unstick a person is to dissolve the webs in acidic liquid (such as vinegar or even wine).

When the party reach their destination, they will have to spend up to a week searching through ancient scrolls and books seeking the translation. Elves in the party will receive traditional hospitality, but other races will have to be persuasive to even gain entrance to the elven domain. They are likely to be locked up for impertinence if they fail! The characters will be carefully watched even if they refuse help in their endeavours and when they have solved the problem, or if they ask for help, they will be summoned into the elven leader's presence (this may be Elrond, Galadriel, Thrandruil, etc). The leader will then ask them why they have come to his/her court. If they refuse to say, he/she will be displeased, but will illustrate that she/he knows about their quest, and will further reveal what the subject of the text is: the Great Mother of Unlight or Ungoliant, the Terrible Spider of the Long Night, the Bringer of the Sunless Years, ally of the Black Enemy. The elves have suspected for some time that groups of men have worshipped her memory, their minds poisoned by Morgoth's evil. Ungoliant was one of the greatest evils in Endor; even Morgoth being afraid of her when she was at the height of her powers, but she is assumed to have perished even before the First Age began since being driven off by Morgoth's host of balrogs.

The elven leader will then ask what the party intends to do next, and will expect them to want to hunt down this band of evil worshippers. To this end, the elves will offer help in two ways. Firstly, they will suggest that one of their kind, namely Galos Caradhol, accompanies them. He is an adventurous and still fairly young elf with some magical ability who may be able to help them. Galos is typically lithe and wears light green clothes trimmed with white fur and silver stitching. His cloak is reversible, the lining being special elven cloth able to blend the wearer into a backdrop of vegetation. He has light blue-grey eyes that sparkle merrily, red hair and a jovial personality. The second is Nimrindal, a special mithril dagger forged in the 1A to fight creatures of the spirit world which may provide some defence against such foes. The party will also be equipped as necessary and provisioned before being escorted to the edge of the elves' domain.



FOUR

Introduction

This part of the adventure is a search for the Cultists. There are various ways of proceeding with the search. The party could wander through the vast expanses of Mirkwood hoping to come across

further traces of the cult. They might journey between settlements enquiring of the woodmen and itinerant elves what rumours they have heard concerning foul deeds. They might wait by the haudh to see who visits it or investigate other potential ritual sites. Whatever the party do, they have a chance to discover the following:

1. There are apparently more spiders in the woods these days, or else they are becoming bolder and attacking men and elves more frequently.
2. Several cases of children disappearing whilst straying off to play or on errands are related to the party.
3. A hunter says he found a clearing in the wood north of the road where something enormously powerful had flattened a hundred trees, even huge oaks and firs. The site may be found, but there are no clues to how it happened.

During their journeying, the characters should have the following encounters, in order. The DM should devise a suitable location for them.

A. Bats. Four giant bats silently swoop down one night on sleeping characters. The bats have a wingspan of about 4 feet. Anyone on watch must make a successful Perception roll to notice the attack (*AD&D*: roll for surprise on the party). The bats will each go for a different character if possible, and the victim will only notice they have been bitten (ie wake up) if a critical or fumble result is rolled. After latching on to a character, a bat will cause 5 hits per round as it drains blood and will gain an 'A' puncture critical if the victim moves (*AD&D*: see *Fiend Folio* for full details of attack method). Even when the bat has been driven off, the wound will bleed 3 hits per round until bound. The bats are susceptible to fire or will fly off if struck twice.

B. The Cult. The party will be ambushed by a small group of cultists late one afternoon when it is dim amongst the trees of the forest. There are 4 men, 2 elves and 2 great spiders in the group. The elves are accomplished tree-walkers and move lightly from branch to branch with the spiders whilst the men stay on the ground to catch people trying to run off. All the humanoids are swathed in black cloaks complete with hoods, making the ambush hard (−10) to detect with a Perception roll (*AD&D*: the ambushers should roll for surprise with −1 bonus). The ambush starts when the spiders get in a position overhead to drop webs onto two of the party. The elves and men take this as their signal to attack. As well as the arms and armour detailed in the stats section, the humanoids all have numerous small spiders hidden in the folds of their clothing, which they may throw at a character instead of attacking in order to distract them in combat.

A thrown spider is a throw attack on the missile weapon attack table (AT−4) with 25% OB, plus the usual modifications, except for armour: only shields count (*AD&D*: treat as a thrown missile against AC9, at −3 if defender has a shield). After landing ('scoring any damage'), a spider attacks as normal. The spiders' bite (treat as a medium spider) injects an irritant poison: it is second level and the victim may roll an RR every round until successful, then no further effects are suffered. The effects are: 1-4 hits per round plus reduce OB and DB by 10 (this latter is not cumulative). The poison takes effect after 2 rounds and then lasts for up to 10. (*AD&D*: Effects are 0-2 (1d3−1) damage per round, plus −2 to hit and +2 to AC).

The great spiders have ordinary stats (*AD&D*: as giant spider, see *MM*) and inject a poison (8th level) when they score a critical. The effects must be resisted *every* round for 10 rounds. Each round a roll is failed, the victim is slowed by 10% (reduce OB, DB, MM etc by 1/10th level), (*AD&D*: reduce number of hits and movement rate by 10%, and −1 to hit/+1 to AC for each 10%). Each subsequent poisoning incurs a further 10 rounds of saves, possibly overlapping with the first set and requiring more than one RR (*AD&D*: saving throw against poison) each round. Each time a Cultist or spider is killed or incapacitated, the rest must make an RR to keep morale. The first time this is at 3rd level; then add 3 levels for each ambusher lost.

This encounter is designed to weaken the party, not slaughter them! The ambushers will flee if seriously opposed, and the encounter should have one of two outcomes:

1. The cultists are driven off by the party, and are forced to leave behind a seriously wounded man or elf (perhaps they thought he was dead). The party should then use him as a source of information: he can be threatened into revealing the location of the Cult's lair and the fact that in a day's time they plan to sacrifice many children in a final attempt to raise the spirit of the Great Mother of Unlight.
2. The party are overwhelmed by the ambushers who cocoon them in webs and drag them off to their lair to be sacrificed with the children.

In any event, the characters now have a good idea of the location of the well-trapped and hidden lair of the Cultists before the ceremony gets underway.

FIVE

If the characters find the lair themselves rather than being dragged there captive, they should arrive just after the ceremony has started.

The Lair

The lair is a rocky hollow surrounded by black-hearted trees. One side of it is walled by a small cliff and jumbled boulders. Caves in this cliff and stone huts built up against it from the dwellings of the Cultists. The trees around the hollow are scrawny larches and yews. On the opposite side of the hollow to the cliff is a small lip and then dank, boggy ground that is treacherous to walk on (unless you're a spider!). The ground in the hollow is hard and only a few wizened plants and wiry grasses grow there. A bent line of black standing stones faces the caves; between these are hung webs in which the children (and characters if captured) are secured. In front of the stones is a low rock platform, scratched and pitted where rivulets of poison have etched it away.

The Ceremony

For the ceremony, all the Cultists have gathered behind the standing stones, facing both them and the platform. There are about 50 in all, including 2 or 3 priests and priestesses. The ceremony is conducted by the High Priest who stands just behind the rock platform facing his congregation. This is Ungurth Móré (or Blackheart Deathspider), who has no real idea what he is doing. The ceremony consists of a lot of chanting, moaning and singing, starting as night falls and going on for a couple of hours. To approach the hollow, the characters must either clamber up the back slope of the cliff or find a path across the bog. They will find that any approach from the side is impenetrably hampered by masses of webs strung between the first. Small, smoky fires have been lit in bowls around the edge of the hollow. They give off evil-smelling and dense smoke which will obscure most details of the scene to characters even if they are webbed to the stones. However it may also give some camouflage to approaching characters.

Ungoliant Appears!

None of the Cultists know the true extent of Ungoliant's powers in the past or her power now and will be exceedingly surprised when her spirit actually appears. The appearance will start after the second sacrifice, and (if free) the party will have to decide whether to intervene before they are carried out. If they do interfere, the Cultists will have no further chance to summon Ungoliant that night or indeed for another two weeks. However, the party will have a hefty fight on their hands just to escape, let alone trying to rescue the children. If they simply flee after intruding, the Cultists will abandon this lair and attempt the summoning elsewhere in 14 days time, having kept the children.

If the characters wait and watch the ceremony proceed (as they have to if they are captive), they will see an impenetrable black blob of darkness form on the platform. It swells in size continuously as the Cultists lapse into awed silence until it is bigger than the platform, which is itself 30' across. A crackling and groaning sound emanates from the darkness and the crackling gradually gets louder. The darkness can be seen to be pushing back the oily smoke and at its edges there appear to be black flames guttering. The blackness expands to absorb the High Priest and then the standing stones. Anyone within the blackness will find that they can see perfectly both within and outside it (although this is the middle of the night, so vision, apart from infravision will be poor at best). The webs holding the captives will quickly become brittle and breakable. Those inside will also see Ungoliant's spirit (see effects below).

Within a short space of time, the flames around the blackness will suddenly burst out with great ferocity and cries of terror and pain will ring out from the Cultists as they are lashed by the black fire. Soon all will be dead as the black flames solidify into a massive, gruesome web, with all its human and elfin flies trapped within it. A vast, glowing-red spider figure replaces the blackness above the web, towering 30' above the standing stones. ▷

▷ Ungoliant's spirit has the following indirect effects:

1. On seeing her spirit, roll 12th level RR against *stunning* (see 7.15) (*AD&D*: as 16th level *power word, stun*). If this is failed, roll 10th level RR or lose 20 IG points (*AD&D*: save against magic at −4 or lose 4 points of INT). If the first save is successful, roll 12th level RR against *fear's song* (see 7.13) (*AD&D*: as 16th level *fear*).
2. All creatures with fewer than 10 Power Points (*AD&D*: under 4th level or less than 4+4 HD) are automatically affected by *hold kind* (*AD&D*: slowed 75%).

Ungoliant's spirit can also employ the following magic powers:

3. Her casual glance can cause *blinding* (see 7.15) (*AD&D*: *cause blindness*).
4. By looking at someone and thinking, it can cast *master of kind* (see 7.11) (*AD&D*: 16th level *charm person* or *mammal*).
5. Any other effects you deem appropriate.

What Happens Next

The players have but two sensible options: flee or use Nimrindal. Ungoliant is so huge as to be impossible to miss unless a fumble roll is rolled. The knife may be thrown or used in the hand. Remember that the players may not be in a position to attack without descending the cliff or crossing from the hollow – avoiding the black web. Also, the Cultists may have removed the knife from the party and put it in one of their dwellings. Ungoliant will not sense the characters' presence until it is too late, but the High Priest may if they act within the standing stones. However, he will also be subject to the effects detailed as the party members.

As soon as Nimrindal strikes Ungoliant, there will be a thunderclap as good and evil clash. Nimrindal assumes a ghostly white form and starts to draw on a beam of white light which appears to come down from the Moon. As the struggle continues, the beam grows stronger and Nimrindal bigger. The clash of energies makes the earth convulse and showers of rocks are throw up into the air. Trees are tossed like matchsticks and all the characters (again including the High Priest) will suffer a 'B' crush critical (*AD&D*: 2-20 points of damage).

When the turmoil ceases, the characters will see that the spirit of Ungoliant has vanished and her web is rapidly melting, leaving piles of slimy sludge glistening greeny-black in the moonlight where it evaporates and dissolves the Cultists trapped by it. Then, from the centre of the hollow rises a terrible figure: blackened and torn by magical energies, his eyes ablaze with madness and torment is Ungurth Móré the High Priest. He will utter a terrible curse and attack the party to the death for their actions. This is the final encounter. You may wish to wind up the adventure in a number of ways: the characters will have earnt the gratitude of the local people for rescuing lost children and of the high elven lords for averting a terrible disaster. Perhaps they will also reward the party with gifts, or there might be plenty for all in the Cultists' caves. □

DAWN OF UNLIGHT

MERP STATS

	Level	Hits	Armour Type	DB OB	Melee OB	Missile OB	Notes
Section One							
Troll	8	85	RL	25	70/cl 70/net	72/rock	Renegade olog/hai, will not turn to stone
She-troll	6	70	RL	20	56/cl	60/rock	in day-light
Section Two							
Wight (A)	7	70	CH	30	50+15/da*	none	Minor wights,
Wight (B)	8	75	NO	30	60+15/da*	none	see below.
Section Three							
Golbak (orc)	4	70	RL+S	30+25	75/ms	none	Uruk-hai, leader.
Orc 1	2	40	SL	25	40/sc	15/sb	12 arrows, knife
Orc 2	2	38	SL	25	40/sc	25/sb	2 spears, knife
Orc 3	2	35	SL	25	40/ha	15/sb	12 arrows, knife
Orc 4	2	37	SL	25	40/ha	25/sp	2 spears, knife
She-bear	3	120	SL	20	70 Ra	none	—
Spider 1	5	50	CH	20	60 Pi†	none	†See text for details of
Spider 2	5	35	CH	20	55 Pi†	none	effects of the poison.
Spider 3	5	41	CH	20	35 Pi†	none	These are great spiders
Spider 4	5	30	CH	20	50 Pi†	none	and may also use webs.
Section Four							
Bat 1	2	60	NO	50‡	45 Bi§	none	‡ reduce DB by 30 if
Bat 2	2	52	NO	50‡	40 Bi§	none	'attached'. § See text for
Bat 3	2	46	NO	50‡	45 Bi§	none	effects of attack.
Bat 4	2	48	NO	50‡	40 Bi§	none	
Durhis	3	45	CH	25	60/ss	65/sb	Male silvan elf. Elfin chain
Mordesir	2	35	NO	30	45/sc	60/da**	Female silvan elf. ** 3 daggers.
Himvorn	2	30	SL+S	25+20	40/ma	(30/lb)	Male woodman.
Daerthon	3	50	HL	20	60/bs	none	Male Dorwinadan.
Avathen	3	50	SL+S	30+20	50/bs	(40/lb)	Female woodman.
Goregon	4	65	HL	20	75/ma	(70/cp)	Male northman.
Spider 5	5	46	CH	20	55 Pi†	none	See above.
Spider 6	5	44	CH	20	55 Pi†	none	See above.
Section Five							
Ungurth Móré	6	30	NO	10	10/da	none	Northman Priest mage): Spell Lists: *Essence hand, spell ways, light law.* Items: ×2 *Staff,* Daily I *Ring of Dark* (6th level). (PP15; ST76; CO43; AG82; IG96; IN90; PR67).
Galos	8	91	CH+S	50+10	95/bs	120/lb	Sindarin Fighter (PP 12; ST47,CO90,AG99, IG90,IN93,PR85). Items: *Cloak of Concealment, +25 Chainmail.*

Note

Wights carry green wooden daggers that have +15 OB for evil creatures. Wights also cause a 'B' cold critical whenever they hit, but do not cause paralysis. Wights can only be damaged by enchanted or magic weapons.

AD&D STATS

Section One

'Troll': ogre, HD4+1; HTK21; AC5; club (1-10); net; throw rocks (1-6).
'She-troll': ogress; HD4+1; HTK 19; AC 6; club (2-8); throw rocks (1-6).

Section Two

Wights: HD4+3; HTK23(A), 26(B); AC4,(A),6(B); dagger (1−4+drain level); silver or magic weapons to hit; selective spell immunity.

Section Three

Golbak: hobgoblin, leader; HD1+1; HTK9; AC5; morning star (2−8+1); +1 hit prob (17 STR).
Orcs 1-4: HD1; HTK7,7,8,8; AC6; 1: scimitar and shortbow; 2: scimitar and 2 spears; 3: axe and shortbow; 4: handaxe and 2 spears.
She-bear: black bear; HD3+3; HTK15; AC7; bite (1-6); 2 claws (1-3); hug (2-8).
Spiders 1-4: giant spiders; HD4+4; HTK16,19,20,23; AC4; bite (2−8 + poison); webs.

Section Four

Bats 1-4: giant bats (*FF*) HD1; HTK6,7,7,8; AC5/8; bite (1−4 + see text).
Durhis: male elf; HD1+1; HTK8; AC5 (elfin chain); shortsword and shortbow (12 arrows).
Mordesir: female elf; HD1+1; hp 7; AC 6; scimitar, 3 throwing daggers (+3 hit prob).
Himvorn: woodman; HD1; HTK6; AC7; mace.
Goregon: 2nd level fighting-man; HTK 15; AC7; mace (+1 damage).
Avethen: 1st level fighting-woman; HTK9; AC6; longsword.
Dearthon: 1st level fighting-man; HTK7; AC8; broadsword.
Spiders 5-6: giant spiders; HD4+4; HTK21,23; AC4; bite (2−8 + poison)

Section Five

Ungurth Móré: 4th level MU; HTK11; AC10; dagger; S13, I17, W16, D14,Co7,Ch12.
Spells: *Shield, magic missile, push, darkness 15'r, web;* Magic Ring can cast *darkness* once per day; Magic Staff allows all 1st level spells to be cast twice in a day.
Galos Caradhol: male elf; fighter; 6th level; HTK49; AC−2; bastard sword (+1 damage) S17,I15,W16,D18;Co15;Ch13; *+2 chainmail; Elven Cloak.*

Games

FOR WAR, FANTASY AND SCIENCE-FICTION GAMING

50-54 Manchester St.,
Liverpool L1 6ER.
Tel: 051 236 2605

Unit 20, Merrion Centre,
Leeds 2.
Tel: 0532 456376

25-27 Grange Rd.,
West Birkenhead
051 647 4676

MAIL ORDER
85-87 Victoria St.,
Liverpool L1 6DG.
Tel: 051 227 1505

TRADE
89 Victoria St.,
Liverpool L1 6DG
Tel: 051 236 2605

ROLE-PLAYING GAMES by FGU

CHIVALRY & SORCERY Second Edition
Chivalry & Sorcery: 3 volume boxed set 17.75
The Dragonlords: C&S scenario book £4.45
C&S Sourcebook: revised edition £6.95
C&S Sourcebook 2: supplementary material £5.75
Swords & Sorcers: revised edition £5.45
AFTERMATH – post holocaust rpg boxed £20.75
Into the Ruins: Aftermath scenario book £5.45
Operation Morpheus: Aftermath scenario book £6.95
Sydney: The Wilderness Campaign ditto £5.95
DAREDEVILS – rpg set in the Land of Nippon £13.45
Daredevils Adventures 1,2 & 3 ..... £4.45
BUSHIDO Detailed rpg set in Land of Nippon £7.95
Valley of the Mists (Bushido) £4.45
OTHER SUNS excellent SF rpg £13.95
LANDS OF ADVENTURE rpg with culture packs £10.75
PRIVATEERS & GENTLEMEN naval 1755-1820 ..... £14.95
King Over the Water: P&G scenario pack £5.45
Decision at Djerba: P&G scenario pack £4.45
BUNNIES & BURROWS – rabbit role playing £5.45

VILLAINS & VIGILANTES 2nd Edition – Boxed set ... £10.75
2nd Edition rulebook only £5.45
Crisis at Crusader Citadel – intro adventure £4.45
Death Duel with the Destroyers – V & V adventure £4.45
Island of Dr. Apoclypse – V & V adventure £4.45
Force – V & V adventure £4.45
Opponents Unlimited V & V NPC's and organisations £4.45
From The Deeps of Space – V&V adventure £4.45
Counter Set 1 – character and vehicle counters for V&V £3.95
MERC modern mercenary rpg, skirmish wargame ... £10.75
Merc supplement, more rules & skills £4.45
SPACE OPERA complete compelling SF £17.75
– Star Atlas's 1,2,3, 11 & 12 ..... £5.95
– Casion Galactica £4.45
– Agents of rebellion £4.95
– Operation Peregrine £5.45
– Rowsion 2, Incedus 3 ..... £4.45
– Probe NCG 8436 ..... £4.45
PSI WORLD: rpg of psychics £10.75

BUSHIDO
THE GOOD NEWS

BOXED SET NOW ONLY
£7.95
Yes, it's a fantastic price reduction but don't just sit round marvelling at it. Get out and buy a copy!

NEW SCENARIO – **TAKISHIDO'S DEBT**
A UK written and produced mini-adventure, stuffed full of the Bushido charm and atmosphere – and only
95p
now that's what I call a **sensible** scenario **price**

SUPERB GAMES SYSTEM – SENSIBLE PRICES

GRENADIER MODELS

MASTERPIECE EDITIONS Two beautiful skeleton models. A **War Mammoth** complete with crew and howdah and a **Death Dragon** with rider. Sculpting and detail are superb. £8.50 each, boxed.
CHAMPIONS Bring alive your Super Hero gaming with these two boxes of miniature marvels. There is a box of **Villains** and one of **Heroes.** Also suitable for SF games. £8.50.
DRAGONLORDS Vampires, mummies, ghouls, werewolves and other traditional creepies lurk within the box of **Folklore Creatures of the Night.** Not only suitable for fantasy games but also Cthulhu, Daredevils and Superhero games. £5.95.
CALL OF CTHULHU The official range of 25mm figures for this popular game. Set 1: Adventurers. Set 2: Creatures £7.95 per set (boxed).
FANTASY LORDS Here's a set to weed out the weeds in any party. **Demons** has a selection of 10 such terrors from Hell. Boxed £8.50.
TRAVELLER There are some odd looking sentients in **Alien Mercenaries** but let us entertain no racial prejudice. Just because a chap's got legs all over the place and a head like a starfish, that's no reason to mock him. Box of extra terrestials £8.50.
ADVENTURE MODULES – A new enterprise from Grenadier. Top class adventures for popular games. The **Horrible Secret of Monhegan Island** is a Cthulhu scenario packed with atmosphere and menace. **Cloudland** is suitable for fantasy systems like AD&D, whilst **Raid on Rajallapor** is a hairy chested, modern mercenary caper. Finally, there is **Disappearence on Aramat,** a compelling Traveller adventure. All at £5.50 each.

NEW FROM FGU

Empire Karo: An Aftermath adventure set some years after disasterous World War. The city of Cairo in Illinois (known as Karo to it's inhabitants) provides the focus of this absorbing adventure. **£4.45**
Battle Above the Earth is another larger-than-just about-anything Villains & Vigilantes adventure. **£4.45**
Songsmith A new Chivalry & Sorcery scenario **£4.45**

DRAGONLORDS

Two new additions to the dragons in this range:
Green Silver £5.95 each
Also available: Black White Red Brass
also **£5.95** each.

STANDARD GAMES & PUBLICATIONS

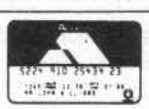
DRAGONROAR
The new rpg from Standard Games. A boxed system complete with those accessories that you usually have to pay extra for. All this plus Killer Penguins **AND** Giant Hedgehogs.
Dragonroar £12.95
Samurai Blades – Japanese skirmish game £9.95
Cry Havoc – medieval skirmish game £9.95
Cry Havoc scenarios £2.95
Siege – compatible with Cry Havoc £9.95
City of Sorceerrs – fantasy boardgame £9.95
Starship Captain – SF boardgame £12.95
The Village – extra map for Cry Havoc £2.45
The Crossroads – as above £2.45
The Forest – new map for Cry Havoc £2.45
Dungeon Accessories: box 1 ..... £2.95
Dungeon Accessories: box 2 ..... £2.95
Felt hex – cloth playing surface; blue, sand, black or green. All with printed hex grid £12.95
Clear plastic Hex Sheet – overlay 15mm £1.80
" " " " 25mm £1.80
Thunde-rin Guns – Old West excitement £6.99
Speed & Steel – Blitzkreig boardgame £9.00

NICE DICE PRICE!

Standard polyset 6 dice £1.75
Or with inked numerals £1.95
Deluxe polyset with inked numerals 95p
Fireball polyset £1.50
Or with inked numerals £1.75
Transparent Gem polyset £2.95
Or with inked numerals £3.25
30 sided dice 90p
30 sided dice inked £1.00
Nickel/Copper Plated D30 ..... £1.45
Nickel/Copper Plated other sizes 70p
Average Dice (pair) 35p

ARMORY ACRYLIC PAINTS

A fine selection of over 60 different colours including such esoteria as POMEGRANATE; BUBONIC BLUE; PALOMINO & NIPPLE PINK! More normal colours also available.
£1.25 per .75 oz jar.
Send SAE for full lists.



BARCLAYCARD
VISA
AMERICAN EXPRESS

WHY NOT ORDER BY TELEPHONE USING ACCESS, BARCLAYCARD, OR AMERICAN EXPRESS
save the trouble of sending a letter and cheque.

WE PREFER THIS METHOD. We can try to answer any queries and you will also be sure you are getting exactly what you want and sooner normally by return of post.
P&P: UK & BFPO: Order value over £6.00 – free
Up to £6.00 add 50p.
OVERSEAS: Charged at cost. Please allow for this in your order. If in doubt write or phone.
Usually 75p per boxed game
OVERSEAS TRADE ORDERS WELCOME

LOST WORLDS – game books

The ingenious, illustrated one-on-one combat game. Pick any two titles and let battle commence
* SKELETON * DWARF * GOBLIN * HUMAN * HILL TROLL * WOMAN * BARBARIAN * ... **each £1.99**

ARMADA ORIGINALS

In stock, the first two titles in the GRAILQUEST series of Solo Fantasy Gamebooks. Excellent adventures that can be played again and again.
Castle of Darkness £1.50
The Den of Dragons £1.50
Gateway of Doom £1.50

DEMONSPAWN
1. Fire * Wolf £1.50
2. The Crypts of Terror £1.50
LONEWOLF
1. Flight from the Dark £1.50
2. Fire on the Water £1.50
3. The Caverns of Kaltie £1.50

JAMES BOND ROLE PLAYING SYSTEM

Complete Basic Game £12.95
Basic Rulebook £8.95
'Q' Manual £8.95
Gamesmasters Pack £8.95
Gamesmasters Pack 2 ..... £8.95
– Octopussy £5.95
– Goldfinger £5.95
– Dr. No £6.95
– Live and Let Die £7.95
– You Only Live Twice £6.95

TSR UK Ltd.
D & D Basic Set rules, dice, ... £9.50
D & D Expert Set, rules dice, adv £9.50
D & D COMPANION SET – Extend the range of your D & D games. Companion Set permits the use of high level characters, mass armies, alternative planes of existence and lots more to challenge players and DM's alike. £9.50
D & D Character Records sheets £2.95
A D & D Dungeon Masters Guide £10.95
A D & D Players Handbook £9.95
A D & D Monster Manual £9.95
A D & D Monster Manual 2 ..... £9.95
A D & D Deities + Demigods £9.95
A D & D Fiend Folio £9.95
A D & D Dungeon Masters Screen £4.95
A D & D Character Record sheets £3.95
A D & D Player Character Folder £3.95
A D & D NPC Character Record sheets £3.95
A D & D DM's Adventure Log £3.95
Rogues Gallery NPC stats £3.95
World of Greyhawk – revised boxed edition £9.50
AC1 – Shady Dragon Inn (D&D) £3.95
AC2 (D & D Combat Shield) £4.50
AC3 Dragon Tiles £3.95

MODULES – BASIC D & D
B1; B2; B3; B4; B5; B6 ..... each £4.50
M1; (solo module) ..... each £4.50
MODULES – EXPERT D & D
X1; X2; X3; X4; X5; O1; M2; XL1; XSOLO; X6 . each £4.50
MODULES – COMPANION D & D
CM1 ..... £4.50
MODULES – A D & D
S2 ..... £3.50
A1; A2; A3; A4; C1; C2; D1-2; D3 ..... each £4.50
EX1; EX2; G1-3; I1; I2; I3; I4; CB1 ..... each £4.50
L1; L2; N1; Q1; S1; T1; UK1; UK2; UK3; UK4 ..... each £4.50
U1;U2;U3;WG4;DL1;MV1;WG5;UK5;UK6;DL2 . each £4.50
S3; S4 ..... each £5.50
I5, I6 ..... each £4.95
Dragon Magazine £2.50
Gamma World: NEW edition £9.50
G W Modules: GW1; GW2; GW3; GW4 ..... each £3.95
G W Mini Module & Referee's Screen £3.95
Boot Hill £9.50
B H Modules: BH1; BH2; BH3; BH4; BH5 ..... each £3.95
B H Mini Module & Referees Screen £3.95
Top Secret (including Module 1) £9.50
T S Modules: TS2; TS3; TS4; TS5 ..... each £3.95
TS Mini Module & Referee's Screen £3.95
Agent Dossiers (TS Character Sheets) £3.95
Gangbusters £9.50
G B Modules: GB1; GB2; GB3; GB4; GB5 ..... each £3.95
Starfrontiers (inc. Module 0) £9.50
Knight Hawks: for Starfrontiers £9.50
SF Modules:
SF1; SF2; SF3; SFKH1; SFKH2; SF4 ..... each £4.50
S F Mini Module & Referees Screen £3.95
Starfrontiers Character Record Sheets £3.95
Indiana Jones rpg £9.50
Indiana Jones Modules: IJ1; IJ2 ..... each £4.50
Fantasy Forest £4.95
Endless Quest Books ..... each £1.25
Quest For The Dungeonmaster £5.95
Imagine Magazine (including back issues) £1.00
Best of Imagine (scenarios) £1.95
Marvel Super Heroes rpg £10.50
Marvel game modules:
MH1; MH2; MHAC1; MHAC2 ..... each £2.95

ENDLESS GAMES Floor plans for 15 or 25mm figures
Dungeon Plans – Labyrinthine £3.99
Dungeon Plans – Spacious £3.99
Cave Plans – Tortuous £3.99
Cave Plans – Cavernous £3.95

TUNNELS & TROLLS
FANTASY GAMES SYSTEM

Rulebook (5th edition) £5.95
New colour cover adventure **Captif D'Yvoire** £1.95
Don't forget we still have the full range of **T&T** Solo Dungeons and Adventures: Referees's Dungeons & Adventures etc. Lists available.

AVALON HILL fantasy/sf/rpg
Dragonhunt £14.95
Dragon Pass £14.95
Dune £14.95
Elric £14.95
Freedom in the Galaxy £18.45
Lords of Creation £11.45
Horn of Roland (LOC) £7.95
Yeti Sanction (LOC) £9.95
Omegakron (LOC) £9.95
Machiavelli £13.45
Magic Realm £14.95
Powers & Perils £21.95
Tower of Dead (P&P) £8.45
Runequest 3 – De Luxe edition £39.95
– Players Pack £19.95
– Gamemasters Pack £24.95
Starship Troopers £14.95
Titan £14.95
Wizards £18.45
Wizard's Quest £14.95

THE HALLS OF THE DWARVEN KINGS

A beautiful, boxed, role-playing accessory which combines a top class **Tortured Souls** original scenario with the sophisticated floor plans of **Endless Plans.** Also included are a DM's screen, scrolls, maps and NPC stats. Original, innovative and great value **£7.95**

★★★★★★★★★★★★

MAIL ORDER SERVICE

HERE'S WHAT WE OFFER:

* A **VERY** FAST TURN ROUND
* POST PAID ON ORDERS OVER £6.00
* INFORMATIVE **FREE** NEWSLETTER
* SPECIAL OFFERS
* TELEPHONE ORDERS BY CREDIT CARD

Details of how to order are given elsewhere on this page. Why not give us a try – you probably deserve a pleasant surprise.

PLEASE MAKE CHEQUES PAYABLE TO "GAMES".

★★★★★★★★★★★★

TRADE ENQUIRIES
ALL ITEMS ON THIS PAGE ARE AVAILABLE TO THE TRADE SEND FOR FULL DETAILS

TITAN BOOKS
Judge Dredd 1 * Judge Dredd 2 * Block Mania
Cursed Earth 1 * Cursed Earth 2
Judge Caligula 1 * Judge Caligula 2
Judge Child 1 * Judge Child 2 * Judge Child 3
Judge Death * Ro-busters 1
ABC Warriors 1 * ABC Warriors 2
Robo-Hunters 1 * Robo-Hunters 2
all the above £3.50 each
Nemesis * Ro-busters 2 * Nemesis the Warlock
Judge Dredd 3: these 4 £3.95 each

DARK AGENTS OF THIS NIGHT

Ninja in Modern, SF & Superhero Role-Playing Games. By Phil Masters

INTRODUCTION

In *White Dwarf 56-59,* Chris Elliott and Richard Edwards gave a detailed and fascinating account of the Japanese ninja, and applied the information to such fantasy role-playing games as *RuneQuest* and *D&D.* However, anyone who reads contemporary pulp thrillers or superhero comics will have run into one idea that was not discussed in *Night's Dark Agents*; the survival of ninja groups and ninjutsu into the present day and even the future. This raises the possibility of applying some of Chris and Richard's ideas to Spy, SF, and Superhero games, which is the purpose of this article.

Justification

In any world where violence, rivalry, and political intrigue persist, there will be a need for experts in the arts of stealth, combat, and espionage. Of course, such experts are not always popular, and the rulers of society *may* decide that they represent a threat to the status quo; thus, in a stable era when these skills are not proving widely useful, organisations dedicated to their employment may well die out – or be attacked and eliminated. Furthermore, as communications improve the scope for large, secretive organisations with extensive training facilities dwindles. This is presumably the reason that ninjutsu can only be said with certainty to have survived until the 17th century; the art may, however, have survived longer as some evidence suggests.

Japanese fighting skills and physical disciplines certainly have lasted up to the present day; karate and judo are obvious examples, but even such exotica as iai-jutsu – fast sword drawing – are all still studied and practised. Ninjutsu, however, is a little more than these; it comprises a whole body of complex techniques, demanding years of study and training, and must therefore be taught as something more than a hobby by a dedicated organisation. (This is not to say that individual ninja skills, as described in *Night's Dark Agents,* could not be 'borrowed' and adapted for use by less extensively-trained fighters or spies, but in general such borrowings are well enough covered by most systems' provision for stealth, martial arts, acrobatics or reconnaissance skills; ninja are peculiar for their dedication to such arts and for some of the highly developed details of their work, not just for any one trick). Thus a campaign that is to involve ninjutsu, or something like it, *must* incorporate ninja organisations, at least in the background. Not all ninja-trained characters need to be active members of such bodies, of course, but there must be some link or association. One obvious possibility is the existence of ninja-trained renegades, who certainly occur in fiction; if the ninja organisations bear animosity to such freelances, as seems likely, then the solo characters had better be *good* if they are to survive.

PC ninja can either be freelances, whether renegade or on good terms with their 'schools', or members of ninja organisations, as *Night's Dark Agents* assumed for fantasy games. The latter approach is very much a matter for the GM's decision, and if it is determined that players may use 'serving' ninja, then the whole party should generally be such, as ninja have little cause to work with non-ninja for more than one-off missions. This approach will set the style and 'tone' of the whole campaign; it might well be interesting to pursue, but it should not be taken lightly. On the other hand, given that a reasonably plausible ninja will be a dangerous character by any standards, care should be taken about allowing 'freelance' PC ninja in 'mixed' parties, if the non-ninja characters are to get a look in. This is less of a problem in superhero games, where extensive special training is just one way of obtaining superhuman abilities, and it may be reduced in games with a large non-combat element (a ninja on the crew of a mercantile starship would be of limited use when it was simply trading, but could be highly useful when and if the crew were attacked while on the ground), but it should always be considered.

Maintaining Balance

The problem with introducing ninja into *any* game is that they are very, very dangerous. Even if non-ninja characters are good enough to defeat them face to face, or if the campaign puts a premium on non-ninja skills, the talents which make the ninja what they are can still make the referee's job difficult. Stealth and assassination techniques can allow a ninja character to kill an opponent – no matter how powerful – without even a fight, while clever use of spying skills can make it hard for GMs to preserve the secrecy and confusion that make campaigns interesting. At their best, ninja will use psychology, misdirection, and subtlety to achieve their ends; GMs or players operating ninja would probably have to be ninja themselves to handle this properly!

Furthermore, most games assume that player characters start the game – or at least the character generation process – as ordinary people with fairly unremarkable upbringings, who then acquire the skills that the game requires. Ninja are not like this. They were – or are – brought up from childhood to be prepared for a life of action, violence, and careful use of their abilities, and a character generation system that adequately reflects this could produce truly overwhelming individuals.

There are a number of ways of balancing out these problems. Firstly, whenever ninja or similar characters appear, remember that they are *specialists.* Their peculiar, lengthy training may have left them short of modern technological knowledge, and they may display some ignorance of the subtleties of normal society. (Of course, the best ninja can be masters of disguise, and so will not be *too* ignorant, but not all will be the best.) If their schools are assumed to be very traditionalistic – as is very likely – ninja may be strikingly inept with modern weaponry. Their hair-trigger reflexes can be a limitation; one traditional way of unmasking a disguised ninja in a crowd was to stage a mock attack, and see who reacted fastest, and in a campaign with extensive role-playing, these shadowy, single-minded specialists may stand out as freaks. If there are no player character ninja, problems may be reduced by careful refereeing, ensuring that no situations occur in which hostile ninja could use their special skills to completely annihilate a PC party, and making very sure that PCs facing ninjas know that they

have dangerous opponents. Purely ninja PC parties should be given appropriate missions, and mixed groups should be granted opportunities to use other skills than those possessed by the ninja. As ever, there is no substitute for good, careful refereeing!

Very Special Agents: Spy RPGs

Ninja are traditionally masters of espionage, and so it is natural that games based around the topic of spying should include some provision for the appearance of such individuals. In fact, if the referee determines that any ryu (schools) of ninjutsu, or anything similar, have survived into the 'present' of his or her campaign, then the only questions left to answer are how far the ninja extend their area of operations, and whose side they are on; that they might eventually become involved with campaign events is almost certain.

The two questions are important and connected. Assuming that these are true ninja, and not some other comparable organisation (which could be based anywhere), the obvious assumption is that the ryu would have its headquarters in Japan, although it is also possible that a ninja group could have transferred elsewhere at some stage in history. Given that the ninja would probably be fairly few in numbers, they could then not exert strong influence much beyond the islands of Japan itself, although lone ninja could sometimes be sent almost anywhere to perform 'one-off' missions. This leaves the question of which side they support. They could be 'pure' mercenaries, offering their services to anyone able to contact them and pay their rates, in which case they would be encountered in the series of oriental criminal organisations, and perhaps ruthless Far Eastern business corporations (ninja would be excellent industrial spies); governments with close associates with the east (include the Japanese themselves) *might* hire them, but would probably tend to distrust such freelances and prefer to rely on their own secret services. Government-backed player character agents would thus encounter ninja attempting to steal military secrets with industrial applications, or attacking the enemies of Dr No/ Fu Manchu style master criminals. Alternatively, the ninja might take a more active role in the same area of life.

At its simplest, this would mean a ninja group acting as a force in Japanese-based crime, perhaps combining this with mercenary work, and probably showing the usual interest of organised criminals in extending operations wherever the biggest money lies. It is said that Japan already possesses some fairly powerful criminal groups – the Yakuza – and an attempt by ninja to obtain control of such activities would have a good chance of success. A more complex approach is to assume that the ninja retain their historical ideal of acting as a balancing force in society, preventing any group or power block from gaining too much control or influence. Applied purely within Japan, this could lead the ninja to attack foreign groups – businesses or governments – who might in any way try to obtain power in Japanese life (by all accounts difficult for business, but a real possibility for foreign governments seeking to manipulate the industrial power of Japan); applied determinedly on a global scale, this could present player-characters with a difficult puzzle, as the same group of shadowy assassins and espioneurs appeared to aid or foil apparently opposite sides in different parts of the world.

A final possibility is to have a ninja ryu maintained and supported by some other group – perhaps the Japanese goverment. Anybody interested in employing the best possible spies might consider ensuring that these traditional skills survived; this would certainly answer the problem of how a secret training camp could be run in the modern world – governments being the only people who are *expected* to have top-security installations in remote parts of the country. The Japanese government is much given to supporting experts in traditional skills; one who earns his government grant could ensure that Japanese secret agents would have an excellent knowledge of certain areas.

Incorporating ninja-type training into spy RPGs should not be difficult, although it should be emphasised again that ninja tend to be very good at many things that spy characters *need* to be good at. Their basic training would grant enhanced values for basic characteristics, especially dexterity and constitution, while all ninja would have high ratings in stealth-based activities such as concealment and silent movement. Martial arts and other combat techniques – apart perhaps from gun skills – should also be granted, and other ninja techniques can also be considered. Disguise is usually well covered by games, but if it is decided that some more esoteric ninja tricks such as hypnotism and chemical 'conjuring' are to be used, a few special rules may have to be developed (what a ninja might do with the aid of sophisticated modern chemistry does not bear thinking about).

A Touch of the Hand: Superhero Games

Along with the alien physiques, the radiation accidents, the mutations and the cyborg limbs, special training is a well-established way of obtaining the kinds of aptitudes that mark out a super-being. Furthermore, in a superpower laden world, many organisations seek to organise forces of agents with the skills and special equipment to take on more ostentatiously powerful opposition – which is a fair description of the ninja. It is therefore not surprising to find ninja and references to ninjutsu cropping up in superhero comics, especially in recent years, and it is worth considering how to incorporate ninja into superhero games.

Many of the comments above concerning ninja in espionage games apply equally well here, especially in a globe-trotting campaign in which the characters are asked to assist government or other bodies. In some ways, however, ninja may distort the style of play in superhero games even more than they do in games where they more obviously outclass the relatively mundane characters.

This is because superhero characters are not used to thinking in terms of stealth, subtlety, and indirectness. If a hero can fly and hurl enery blasts, he may not be used to watching his back, and may indeed have little more chance than any normal being of noticing a stealthy assailant. Of course, if ninja restrict themselves to their traditional weapons – blades, bows, darts, and suchlike – then *some* characters are going to be able to ignore their attacks, being tough enough to laugh off a sword blow, but some are not. (In a game known to the writer, a strong super-group were attacked in their beds by an

equal number of ninja. Some were warned or possessed exotic senses, and demolished their attackers; some survived the initial attack because of their powers, and could fight back; some were in bad trouble, and needed very special medical attention.) In such games, player characters with ninja-style abilities are less of a problem, although referees must always allow for their talents when preparing for games, giving them scope to use subtlety, but ensuring that they do not trample unsubtle villains underfoot. Of course, this assumes that the player is skillful enough to use a ninja-style character properly; again, it must be pointed out that the most refined ninja skills of psychological manipulation could be very hard for a player or referee to match.

Ninja characters should be easy enough to 'build' in terms of most superhero game systems; high dexterity, a vast array of skills (notably stealth, martial arts, and weapon skills), and appropriate equipment, will together make up a plausible ninja. In fact, issue 3 of *Hero Games' Adventurers Club Quarterly* has a set of statistics for ninja for use in *Champions*, although these do not quite fit in with the original style of training of such individuals (notably, they are wearing armour and lack acrobatic skills). Part of the problem is that a character with the full range of classic ninja abilities would tend to be in the superhero class, whereas recent comics involving ninja have tended to show small groups of heroes (or solo heroes) in combat with small armies of would-be assassins; obviously, most comic-book ninja must be regarded as being amongst the less-well trained or capable. Notable exceptions exist, however, and some (such as Kirigi in *Daredevil*) are amongst the most lethal of super-villains. The ethical standpoints of ninja and most superheroes are so far apart as to make ninja player character (or NPC heroes) highly unlikely, but it is quite possible to designate hero backgrounds that include elements of ninja training – as for example, in the case of the X-Man *Wolverine*.

The Dark of Space: Science Fiction Games

If we can conceive of ninjutsu surviving up to today, why not tomorrow? In other words, why not incorporate ninja into SF role-playing games?

The question may not be quite as simple as this. The survival of ninjutsu requires means (the availablity of potential sites for training and headquarters), motive (a demand for ninja-style services), and opportunity (governments unable or unwilling to stamp out the ninja, and a tradition of ninjutsu training). For all three to be available continuously from the fairly recent past to the far future may strain credibility; however, if actual ninjutsu become less likely the further into the future a game is set, the more plausible it becomes that some comparable art might have emerged between the present and the time of the game-setting.

Thus the important question is whether the game is essentially 'near future' or 'far future'. In the former case, actual ninja are plausible, and much the same comments apply as were made about spy RPGs. In the latter days – more usual in most games – 'pseudo-ninja' may appear.

The place of ninja (or similar) in the game is very much a matter for the referee's judgement, based on the nature of interstellar and planetary government, the extent of explored and colonised space, the age of planetary communities, the efficiency of communications, and other factors. A recently-contacted, technologically-backwards planet might have a tradition very similar to ninjutsu in medieval Japan, and its exponents might represent a dangerous factor for characters visiting the planet to consider; moreover, off-worlders might hire and ship out individual ninja to serve as special spies or assassins. (If the world were obscure, known only to the ruthless trading corporations who exploited its ninja for their own purposes, that corporation might be feared for its deadly agents; locating the source of these individuals might be a challenge set the player party by some rival company). Of course, such 'backwoods' ninja could be seriously handicapped by a lack of knowledge of sophisticated security systems (infra-red detectors, electronic locks, robot guards, and so on), and so in time their training might be modified to bring them closer to a second possible type; the ninja as a sophisticated interstellar force. In a campaign which played up political machinations and intrigue in old-established interstellar empires, the referee might determine that a tradition akin to ninjutsu had emerged on an interstellar scale, with training camps on remote worlds and traditions incorporating technical knowledge appropriate to operations in an interstellar society. As in espionage games, the gap between ninja and other characters in certain fields could be a problem, but some interesting scenarios could nonetheless develop. Ninja style characters (NPC or PC) would be of less relevance in campaigns which emphasised trade or large-scale combat, although they could appear as commercial spies, assassins in pursuit of generals, or suchlike. A completely different reason why something akin to ninjutsu might emerge would come in campaigns where humanity faced one or more powerful non-human races with expansionistic tendencies, in areas so large that fully military expeditions could not be committed to deal with every problem. Needing superlative spies, perhaps capable of engaging physically superior aliens in personal combat, human governments might well set up extensive *long*-term programs. Finally, referees *might* consider borrowing ideas from Frank Herbert's *Dune* novels, which feature planets full of warrior societies, emphasising archaic weaponry because of the availability of personal force fields which block any physical object moving faster than a knife-thrust. This is not an idea to be followed casually, however; such defences will completely revise the nature of the society in which they are used, and will imply amendments to the games rules for everything from character generation to shipbuilding.

As in fantasy games, it is unlikely that non-humans would be found in science fictional ninja or pseudo-ninja groups, if only because the more sophisticated mental and physical disciplines involved would have to be rather different for

non-human psychologies and physiologies. However, it is very plausible that non-human races could develop some some thing akin to their own form of ninjutsu (equally inaccessible to humans), and indeed the character generation system in the *Traveller Aslan* module includes an Assassin career path.

SF games tend to emphasise prior experience in their character generation systems, which makes ninja – trained from childhood instead of from age 18 – a double problem; if one adapts the system to match, one will produce grotesquely dangerous characters, which is particularly bad if one is considering PC ninja. Some compensations may be achieved by lowering the ninja's effective technical and technological knowledge or education, but the place of these superb killers in the campaign as a whole must be carefully judged. In addition, some games do not deal with ninja-style skills (stealth, wilderness survival, archaic weaponry) in great detail, although adaptations can be attempted; issue *19* of the *Journal of the Travellers' Aid Society* had an excellent, if slightly sketchy, article on Martial Arts in that particular game at least. □

Bibliography

This is, of course, partial, personal, and probably controversial. Mention of a book, series, or comic here is no promise of quality, merely of slight relevance.

You Only Live Twice – Ian Fleming
Dune – Frank Herbert
Catchworld – Chris Boyce
Daredevil, issues 165–195 or thereabouts, and/or as reprinted in *The Elektra Saga* (4 issues) – Frank Miller
Wolverine and *Kitty Pryde/Wolverine* mini-series – Chris Claremont
Kung Fu – TV Series

CRASIMOFF'S WORLD

BRITAIN'S BIGGEST!

CRASIMOFF'S WORLD is a Play-By-Mail game of exploration and adventure. As a player you assume the role of leader in a band of brave adventurers set out from a small town knowing little about the surrounding countryside apart from a few rumours. As you travel you will learn more about the land and it's secrets, encountering other parties, races and creatures. To survive you must rely on your wits and swords.

Our team of professional gamesmasters have developed and run the world for over five years, constantly updating and improving. Over 1000 player parties currently operate in this ongoing fantasy campaign making Crasimoff's World the most popular Play-By-Mail game in the UK.

"The effort the gamesmaster puts into each turn never ceases to amaze me. Most players find themselves offered a different scenario each turn, or find that a new twist has happened to an existing adventure."

WHITE DWARF

"So, with its regular newsletter, Crasimoff's World is a friendly, efficient, and relatively cheap game to play, and if you wish to try a commercial PBM game with a distinctly D&D game-ish flavour, I would unhesitatingly recommended it."

IMAGINE

To enrol in Crasimoff's World send £5.00 cheque/PO/international money order payable to KJC Games. For this you will recieve the rulebook, set-up material, first three turns and a copy of our latest newsletter. Future turns are £1.50. Send to KJC Games, 5 Vicarage Avenue, Cleveleys, Blackpool, Lancashire. FY5 2BD. European players welcome, rates are same as for the UK.

EARTH WOOD

In EARTHWOOD, twenty-five players compete to be the ultimate ruler by controlling all the developed cities, either singularly or with an alliance. A typical game will last about 18 months with the first knockouts usually starting after six months.

Each player is either a king of a fantasy race or powerful charismatic character. Your character or king controls several groups each of which is totally independent of each other. You can recruit trolls, wildmen and others into your armies, and even control powerful creatures such as dragons. Your characters will capture and control cities, upon which you can spend gold to improve security, increase your workshop's production, build defences and maintain and enlarge your army. With gold your wizards undertake magical research, learning new spells. Spies search out enemy strongholds and then attempt acts of sabotage, theft and assasination. These are just a few options available to a player in EARTHWOOD.

EARTHWOOD is computer moderated but the turn sheets and replies are written in plain English so that you can easily understand them. No need to look through complex charts and code books to understand this game.

KJC GAMES

To enrol in Earthwood send £5.00 cheque/PO payable to KJC Games. For this you recieve the rulebook, setup and first three turns. Future turns are £1.50. Send to KJC Games, 5 Vicarage Avenue, Cleveleys, Blackpool, Lancashire. FY5 2BD.

News Latest!

Set 2 in THE COMPLETE DUNGEON MASTER series

The Lost Shrine of Kasar-Khan

Coming soon!

REALISTIC SPACES

THE ONLY PLAN SYSTEM FOR THE DISCRIMINATING FRP GAMER – WITH NATURAL CAVES & FORESTS AS WELL AS DUNGEONS

In five independent but complementary boxed sets

Set 3 – Dungeons (Labyrinthine)
Set 4 – Dungeons (Spacious)
Set 6 – Caves (Tortuous)
Set 7 – Caves (Cavernous)
and now Set 8 – Forests!

Each contains 16-20 full A4 sheets of ready-to-cut-out passages, paths, openings and special features, which can be used to create an endless variety of realistic spaces

only £3.99 per set (+65p p & p)

from games shops or:
Endless Games, Tel: (092 681) 7048
2 The Old Bakery, Long Itchington, Rugby CV23 8PW

ENDLESS PLANS

Set 1 in THE COMPLETE DUNGEON MASTER series

The Halls of the Dwarven Kings

The most complete 'multi-system' fantasy adventure – all in a box
scenario/screen/floor plans/pictures/artifacts/maps/scrolls/etc.

Axles Armies

25mm WARHAMMER BATTALIONS
£19.70 + £1.30 P&P
MEN OF THE ORIENT · MEN OF THE WEST
DWARFS · GOBLINS · ORCS
Each Battalion comes with full points list

NEW 25mm WARHAMMER BATTALIONS
SKELETONS-ELVES
UNDEAD
£19.70 PLUS £1.30 P&P

15mm WARHAMMER ARMIES
£16.50
GOOD OR EVIL

Axle says:
WHY NOT VISIT THE GUARDROOM AND SEE OUR COMPLETE RANGE OF GAMES AND FIGURES.

"The Friendly Games Shop"

The Guardroom

38 WEST ST., DUNSTABLE.
Tel: (0582) 606041
2 miles from Junction 11 on the M1

Magic Mushroom Games

All UK orders post free
Europe: add 30%
Other overseas: add 50%

ADVANCED DUNGEONS & DRAGONS	
Player's Handbook	£9.95
Dungeon Master's Guide	£10.95
Monster Manual I	£9.95
Monster Manual II	£9.95
Deities & Demi-Gods	£9.95
Fiend Folio	£9.95
AD&D SCENARIOS	
T1 Village of Hommlet	£4.50
L1 Secret of Bone Hill	£4.50
L2 Assassins Knot	£4.50
G1-3 Against the Giants	£4.50
D1-2 Descent into the Depths	£4.50
D3 Vault of the Drow	£4.50
Q1 Queen of the Demonweb Pits	£4.50
A1 Slave Pits of the Undercity	£4.50
A2 Secret of the Slavers Stockade	£4.50
A3 Aerie of the Slave Lords	£4.50
A4 Dungeon of the Slave Lords	£4.50
S1 Tomb of Horors	£4.50
S2 White Plume Mountain	£3.50
S3 Expedition to the Barrier Peaks	£5.50
S4 Lost Caverns of Tsojcanth	£5.50
C1 Hidden Shrine of Tamoachan	£4.50
C2 Ghost Tower of Inverness	£4.50
AD&D PLAY AIDS	
Dungeon Master's Screen	£4.95
World of Greyhawk	£9.50
Rogues Gallery	£3.95
Character/Adventure Folder	£3.95
Non-player Records	£3.95
AD&D Character Records	£3.95
DM's Adventure Log	£3.95
The Fighting Wheel	£1.50

DUNGEONS & DRAGONS	
Basic Set	£9.50
Expert Set	£9.50
Companion Set	£9.50
D&D PLAY AIDS	
Basic D&D Character Sheets	£2.95
Geomorph Collection	£3.95
Monster & Treasure Collection	£3.95
AC1 – Shady Dragon Inn	£3.95
AC2 – Basic D&D Combat Shield	£4.50
ROLE-AIDS AD&D SCENARIOS	
The Keep	£5.50
Angry Wizard	£5.50
Shadows of Evil	£8.50
Morgaine	£8.50
Tower of Magicks	£5.50
The Contract	£5.50
Dragons of Wen T'seng	£5.50
Question of Gravity	£5.50
Cloudland	£8.95
INKED DICE	
4-sided	30p
6-sided	30p
10-sided	30p
12-sided	30p
20-sided (0-9 twice)	30p
20-sided (1-20)	30p
PLAY AIDS	
Dungeon Floor Plans 1	£2.99
Dungeon Floor Plans 2	£2.99
Dungeon Floor Plans 3	£2.99
Dungeon Floor Plans 4	£2.99
Dungeon Mapping Sheets	£1.99
Wilderness Hex Sheets	£1.99

TRAVELLER: OFFICIAL ADVENTURES	
The Traveller Adventure	£9.95
Ad 1: Kinunir	£3.95
Ad 2: Research Station Gamma	£3.95
Ad 3: Twilight's Peak	£3.95
Ad 4: Leviathan	£3.95
Ad 5: Trillion Credit Squadron	£3.95
Ad 6: Expedition to Zhodane	£3.95
Ad 7: Broadsword	£3.95
Ad 8: Prison Planet	£3.95
Ad 9: Nomads of World Ocean	£3.95
Ad 10: Safari Ship	£3.95
Ad 11: Murder on Arcturus Station	£3.95
Ad 12: Secret of the Ancients	£3.95
Ad 13: Signal G.K.	£3.95
TRAVELLER	
Starter Edition Traveller	£7.95
Module 1: Tarsus	£9.95
Module 2: Beltstrike	£9.95
Alien Module 1: Aslan	£5.95
Alien Module 2: K'Kree	£5.95
Alien Module 3: Vargr	£5.95
Atlas of the Imperium	£5.95
The Traveller Book (softback)	£9.95
Bk 0: Introduction to Traveller	£1.95
Bk 4: Mercenary	£4.95
Bk 5: High Guard	£4.95
Bk 6: Scouts	£4.95

Discounts
Over £10.00 5%
Over £25.00 10%
Over £50.00 15%

MAIL ORDER ONLY
18 The Pyghtle, Wellingborough, Northants. NN8 4RP

Torchlight fantasy products

3-D DUNGEONS

DO YOUR DUNGEONS LACK DIMENSION ???
Integrated modular system of re-usable dungeon rooms, passages and accessories.
Available from all the best games shops.
* STARTER PACK worth £12.50p only £11.25p + 80p P&P
* TOTURED SOULS ADVENTURE PACK worth £25.00 only £21.50p. P&P FREE.

For more details, plus FREE SAMPLE DUNGEON DOORWAY. Send SAE now to:
TORCHLIGHT FANTASY PRODUCTS (Dept. W), 23 CLIFFTOWN ROAD, SOUTHEND-ON-SEA, ESSEX SS1 1AB. SUMMER '85 LIST OUT NOW!

SWANSEA MODELS & HOBBIES

Plymouth Street
Swansea SA1 3QQ

Open Mon-Thurs & Sat 9.00-5.30
Friday 9.00-6.00

Games and Miniatures stocked Worldwide Mail Order Service a speciality

---

NEW
BOOK 4 IN THE UNIQUE, SOLO ROLE-PLAYING ADVENTURE SERIES

LONE WOLF

The Chasm of Doom

A missing convoy and a lost patrol... the start of a terrifying battle for control of the Lastlands.

STILL ONLY £1.50 FROM ALL GOOD BOOKSHOPS AND GAME STORES

Enter a Dangerous World

The Lone Wolf books are action-packed solo adventures set in the fantastic world of Magnamund. As Lone Wolf you possess 'Kai Disciplines': warrior skills that will help you survive in the hostile Lastlands. As the adventures unfold from page to page and from book to book, you will gain new skills to help you in the fight against your bitter enemies – the Darklords of Helgedad.

The Chasm of Doom

To the south of your homeland of Sommerlund lie the rich mines of Ruanon. A convoy of gold, on its way to the capital, suddenly vanishes. Your King sends a patrol to investigate... they never return. For you, Lone Wolf, it is the start of a mission that will take you to the brink of the abyss; to Maakengorge – the Chasm of Doom.

- Over fifty superb line drawings *plus* a full-colour game map and action chart.
- No dice needed. The unique combat system allows you to become Lone Wolf wherever and whenever you like!
- Software, metal miniatures, T-shirts and Lone Wolf Club membership now available.

Other Lone Wolf Adventures

The first three adventures in the Lone Wolf series are: 1. Flight from the Dark, 2. Fire on the Water, 3. The Caverns of Kalte – all available in Sparrow Paperbacks.

SPARROW BOOKS
AN IMPRINT OF ARROW PUBLICATIONS

To: Arrow Publications, Dept. MA, 17-21 Conway Street, London W1
Please send me further information on:
Please tick box(es)
☐ Lone Wolf Spectrum 48K Software ☐ Lone Wolf Merchandise and free club membership
Name
Address
WD/1

Fiend Factory *is a regular department for readers' monsters.*

TROGAAR

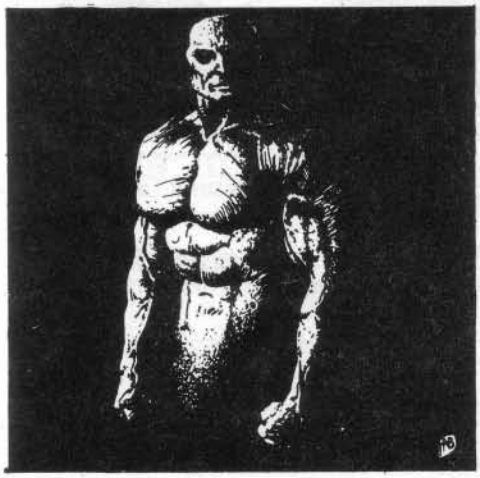
Many hundreds of years ago the prosperous oasis city of Trogaar controlled all trade throughout the desert region. Gradually the sands reclaimed its land, and the people slowly abandoned the city as more fell into disrepair. The High Priest, Desv, died with the city when its final defences were breached by the elements and the increasing numbers of desert marauders. Desv had spent the last desperate months creating a creature to protect the holy places from desecration, the sand golem. In these times they numbered over two hundred, only a handful now remain to carry out their final task; to kill all intruders. Showing no fear, they methodically carry out this task until their foe or they are destroyed.

SAND GOLEM
by Ian Alvarri

No Appearing:	1
Armour Class:	7
Movement:	8"
Hit Dice:	50HP
Treasure:	Nil
Attack:	2-20 plus special
Intelligence:	Low
Alignment:	Lawful evil

The sand golem stands over 9' tall and is heavily muscled in build with a strength of 19 with all bonuses. The golems range in colour from a bright yellow to a light brown.

They are immune to weapons under a magical +1 in value. To disguise its approach, the sand golem will create a sandstorm covering an area of three hundred square yards, centred upon the golem. Anyone who is caught within this storm will be blinded from it on a 1-5 on a D6. Within this sandstorm the golem will surprise it's opponents 90% of the time. A golem can create such a storm at will anywhere there is sand. The storm will not radiate any form of magic if magic is detected for inside it. Also within the storm, the golem has a magic resistance of 20% and its foes are at −2 to hit. Each person in the storm must make a save vs magic or become confused from the swirling patterns of sand, the effect lasting for 1-2 rounds. This saving throw must be made at least once every three rounds while within the storm.



Never having to eat or rest, a sand golem can stalk its prey at a steady rate of 15 miles per day or until the prey leaves the desert. The deep black orbs which are its eyes can cause *fear* unless a saving throw is made. A *disintegration* or two *dig* spells cast upon the golem will destroy the sand golem.

The upper levels of the city have been occupied by a large tribe of desert orcs, who have discovered a well still fed by a stream, far below the surface of the city. They do not venture into the lower reaches of the passageways beneath the city, they fear the sand golems as much as the sand snipers which lurk near this, their only source of water. The desert orcs use the city as a base for all their raiding activities.

DESERT ORC
by Duncan Gregory

No Appearing:	20-200
Armour Class:	4
Movement:	9"
Hit Dice:	1+6
Treasure:	Individuals L, M; D, (×5), S in lair
Attack:	1-8, or by weapon
Intelligence:	Low-Average
Alignment:	Lawful evil

Desert orcs are mainly sand-brown in colour retaining the pinkish snouts and dark brown hair of their normal cousins. Desert orcs have well developed tusk-like lower canines and some are known to have a short horn based on their foreheads.

Desert orc tribes appear to be just as hateful towards other tribes as they are to the majority of human and demi-humankind. Desert orcs principally fight, however, not for tribal respect and honour, nor for greed, but simply because they delight in seeing creatures, other than themselves, in great pain. Like the majority of sadistic bullies, however, desert orcs are great cowards at heart.

Desert orcs are often (60%) encountered riding light war horses and for every 20 encountered there will be a groupmaster of 14HP and 1-2 champions of 13HP. If 80 or more desert orcs are met there will be a sub-chief of 2+2HD, 2 groupmasters and 5-20 champions. Sub-chiefs are armour class 2 and do an additional 2HP of damage. The desert orc lair is above ground 95% of the time and consists of a wooden stockade within which are D10+20 log huts. This stockade will be defended by 3-12 watch towers and 3 heavy and 2 light catapults for every 30 warriors. There is a 30% chance for any lair to have 1-2 ballistae. If the lair is subterranean then there is a 65% chance of the tribe using 1-6 giant scorpions as guards.

The desert orc lair contains the following figures in addition to those previously mentioned: a chief (AC2, HD3, 3-12 (D10+2) damage), a group of 1-4 sub-chiefs, and 5-30 champions selected as bodyguards. Females equal to 150% of the number of males are present and fight as goblins: young equal to 200-300% of males are also present but are non-combatant.

The real difference, however, between the desert orc and his normal cousin is realised in combat. Unlike the normal orc, the desert orc's first choice is not his weapon, but a magical ability to control the sand around him. The desert orc can, with a swaying of his hands, cause dust or sand particles in a 20' radius to rise in a swirling, hypnotic pattern. The effect of this phenomenon is the same as a *confuse* spell, lasting for 2-8 turns, with normal saving throws. Desert orcs can control sand in this way twice every day, each 'casting' taking 2 rounds to perform. The swirling dust disperses after 1-3 rounds and only one saving throw is required during that time. A group of desert orcs typically armed as shown below:

Scimitar and heavy crossbow	50%
Scimitar and dagger	20%
Scimitar and spear (2-6)	15%
Spear and heavy crossbow	10%
Club and spear	5%

Desert orc arms and armour is usually ill-kept; bloodstained, dirty and often rusty. Likewise their horses have been known to collapse in battle and often can only just support the weight of their riders.

The ecology of the area is in a very precarious blance. The arrival of the desert orcs some twenty years ago wiped out the small amount of wild animals in the area with one exception, the cactus cat. The fur of this creature is highly prized by the orcs. It is common for their champions to wear small caps made of this as a sign of their speed and ability.

CACTUS CAT
by Peter Fawcett

No Appearing:	1-2
Armour Class:	5
Movement:	18"
Hit Dice:	2d8
Treasure:	Nil
Attack:	1 bite for 1-3 and 2 claws for 1-4
Alignment:	Neutral
Intelligence:	Animal

These creatures inhabit arid and semi-desert regions where they live on a diet of small rodents and snakes. They are mainly nocturnal and have extremely good night vision which enables them to see up to 60' or 90' on bright moonlit nights.

The cactus cat is small, being about the size of an ocelot but is covered in jet black fur which consists of small, tightly packed hairs. These are noticeably longer on the ears.

To aid survival in the arid wastes in which they live during drought, they drink the sap of cacti. They have developed bony ridges on their forearms to cut through the tough, leathery skin of all but the biggest cacti. Each cactus cat will have several cacti it will visit. After it has drunk from one plant it will move on to the next before returning to it in a few days or weeks later. During this time the wound will have healed over; contact with the atmosphere sometimes causes the sap to ferment near the wound.

The next time the cat drinks from the plant it becomes mildly intoxicated and in this wild condition these normally timid creatures have been known to raid desert encampments for food. They will try to run off with whatever items they have managed to steal instead of fighting.

These animals are rarely encountered and then usually only where cacti predominate. If two animals are encountered

they will be male and female and there is a 70% chance of them having 2-5 cubs in their lair.

The most dangerous predator near the city is the sand sniper. Their ancient name is buras and they prey almost exclusively on desert orcs. The single well which the orcs control is the life blood of the whole area, and the buras will not stray far from its source. The orcs will organise regular hunts to clear the surroundings.

SAND SNIPER
by Kevin Readman

No Appearing:	1-6
Armour Class:	3
Movement:	4"
Hit Dice:	3-5
Treasure:	C/nil
Attack:	2 tentacles, 2-7/2/7
Alignment:	Neutral
Intelligence:	Low

The sand sniper, or the buras, is only known to inhabit hot, arid regions; this beast is more numerous and common-place near oases and murky waterholes in sand-swept deserts. Snipers are a hidden terror, waiting in their concealed homes beneath the sand.

The sniper's 5 huge and heavy tentacles lie just out of sight, covered with sand, never hesitating to snatch at any form of life. Generally yellow-tan in colour, the 30 or 40 foot long tentacles stretch out to form the perimeter of the sniper's territory. Unlike the hard, scale, armoured tentacles, the sniper's short cylindrical body is rather soft and leathery in texture. Being well-covered by sand the body is almost never exposed. Two small clawed flippers allow the buras its hidden tortoise-like movement within the sand.

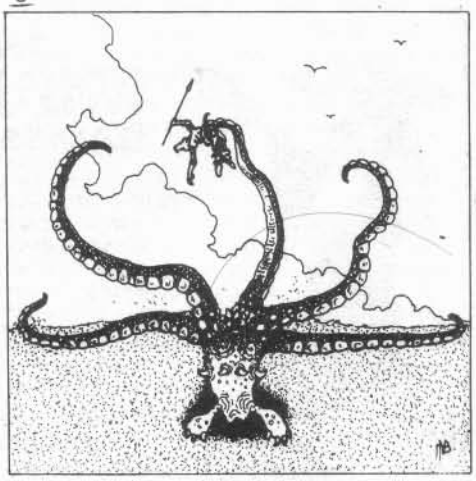
Exploding from beneath the sand, a single tentacle will seek to hit the victim (unless the prey is not surprised the buras will fight the first round at +4 to hit). Then a second tentacle will burst forth. Each hit by a tentacle constricts for 2-7 of damage. There is a 25% chance that the creature struck by a tentacle will have its upper limbs pinned and held. To break free a tentacle must be severed or constriction negated. The sniper is very strong; the chances of breaking free from its grip are the same as Bending Bars.

Once caught the sniper will drag the victim toward its mouth. Every round the monster will drag the prey 10' closer; within four melee rounds the helpless victim will be drawn under the sand, to suffocate and finally meet the sniper's craving mouth. The area around the sniper's mouth and body is very treacherous; the ground is soft and shifting, which in itself will draw any unsuspecting creature to its death, like quicksand (3-18 melee rounds).

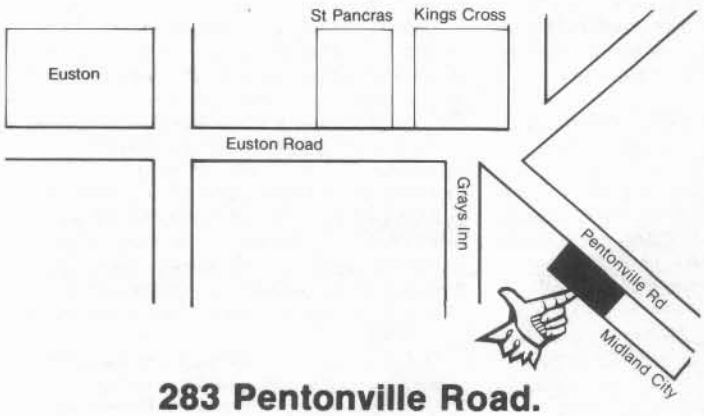
Snipers are particularly vulnerable to cold attacks (double damage), but they take half damage from fire. When hurt or if 2 or more tentacles are severed the buras will withdraw, blowing a cloud of fine sand into the air. It will attempt to dig down burying itself in the sand. Anyone caught inside the 30' diameter by 8' high cloud will lose his eyesight for 1-6 turns (no save).

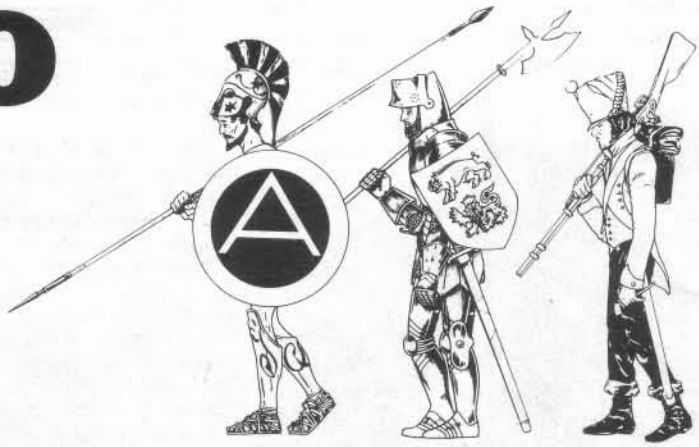
The buras has no treasure of its own, but if found in its lair, lying just beneath the sand is the wealth of past adventurers who were not so fortunate.

The city and its new inhabitants suffer the same problems of survival that others endured in the past, time has gone full circle. □



RALLY TO





GAMERS IN EXILE

283 Pentonville Road.

We stock an excellent range of wargames, role-playing games and figures.

Introducing GRAN CHACO - unique personalised figure manufacturing service. We make the figures you want but can't get.

Opening Hours:
Monday 1.00pm - 7.00pm
Tuesday-Saturday 10.00am - 7.00pm

T.S.R.	Standard
Avalon Hill	Integral Terrain
Dixons	Citadel
Gallia/Lamming	Games Workshop
Platoon 20	Heroics/Ros

---

denizen

25mm fantasy
NEW PRICES
FANTASY RANGE

FA1,3,4,11,12,14,15,16,17,18,19,22, 23,25,26,33,34,35,36,38 . . . . . 35p
FA2,5,6,7,8,9,10,13,20,21,24,27,28, 29,30a,31,32,39,41,42 . . . . . 42p
FA37 . . . . . 80p
FA40 . . . . . £1.05

P&P: up to £2.50: add 25p
over £2.50: add 10%
SAE for fully illustrated list

DENIZEN MINIATURES
4a Powis Square, Brighton,
Sussex BN1 3HH

THE "WARLORD" GAMES SHOP

We now stock
IRREGULAR MINIATURES SIEGE EQUIPMENT * INTEGRAL TERRAIN PLATOON 20 FIGURES GALLIA 25mm BUILDINGS
as well as
Dungeons & Dragons * Traveller and most RPGs and supplements * War Games Science Fiction Games * Citadel Figures Torchlight Fantasy Products * Rule Books Davco Microtanks * S.E.W.A.R.S. Avalon Hill Games * Asgard Miniatures

818 LONDON ROAD, LEIGH-ON-SEA
Tel: SOUTHEND 73308
Open 9.30-1.30 and 2.30-5.30. Closed Mondays

VISA Access

ROLE PLAYING GAMES

SPIRIT GAMES

NOW 15mm FANTASY

Croydon Indoor Market
PARK STREET CROYDON
25mm FANTASY FIGURES

Crawling Chaos *is our new bi-monthly column for players of* Call of Cthulhu, *edited by Marc Gascoigne . . . This month, we present a disturbing piece which has just come into our possession. Thanks to the diligence of Steve Williams and Mike White in unearthing the following document, we are able to present to you . . .*

THE BEARERS OF THE MARK

Most experienced investigators will have come into contact with Masonic orders and brotherhoods. Whilst these organisations can claim to have extensive contacts and manipulative power, their weakness lies in the virtual impossibility of maintaining their anonymity whilst remaining discernable to fellow members. There exists one society, however, whose members have developed a means of communication extending far beyond the surrepticious handshake.

The origins of the *Bearers of the Mark* are shrouded in mystery and intrigue; its existence was first hinted at in a Home Office memo which brought to the attention of the Minister concerned the resurgence of a once-popular masonic order. The memo apparently suggested that the group's policy of global recruitment might pose a potential security risk. Membership included, it was said, Latin American merchants, foreign diplomats and notable Europeans of all political persuasions. The matter was never followed up, due to the early retirement of the sender of the memo owing to a crippling nervous disorder with which he was sadly inflicted.

The society may have remained secret to this day, had it not been for the notes of a certain Doctor Eustace de Phyle. During the month of August, 1927, he was visited regularly by a patient calling himself Ernest Gracialla, who claimed to be in the process of physical transformation. Notes on the case were meticulously recorded by the doctor in a personal case file, the pages of which have since come into our possession. A brief extract from the file reads as follows:

" . . . his delusion has reached horrifying proportions. So strong is his belief, he has taken to punctuating his speech with pained moans and whines. All my tests show Gracialla to be of sound constitution, yet he stumbles and shakes as if possessed . . . "

In the days that followed, the patient's physical condition rapidly deteriorated. To subdue his patient, de Phyle administered tranquilisers, with alarming results.

" . . . the patient awoke during the early hours, and began talking quietly to himself. I noted a dramatic change in his character. He lay relaxed, gazing in bewilderment from the nearby window at the awakening city below him. His words were barely audible, yet they were not the incoherent babble of a madman . . . he spoke of a strange brotherhood, who held 'marks', the names of which grew in significance as the hours passed. I have recorded all I could of his strange story . . . "

Doctor de Phyle had been fortunate enough to stumble upon an initiate member of the 'The Mark'. We have attempted to rationalise what we could of his notes, and present them below.

Administering the Mark

The secrets of the Marks are held by three brothers, and only they fully understand the many powerful symbols at their disposal. It is through them that initiates learn the varied uses of specific symbols. Most of the Marks recorded are described as being administered by the middle finger of the left hand, either onto an inanimate object or directly to the forehead of the recipient. The major ity of the Marks are completely undetectable to non-initiates, but in exceptionally cold conditions they may appear as faint blue marks on skin or radiant turquoise on stone.

Initiate Mark

New members of this order have a distinctive Mark denoting their position within the organisation. It is drawn onto the forehead by a brother or superior. It is visible to all fellow members and allows immediate recognition worldwide. Removal of the Mark requires a retracing by one of the original officiators at the initiation ceremony.

Waywords

One of the first skills taught is the reading of *Waywords* (writing is taught at a later stage). These recorded messages are ingrained psychically into a symbol, usually a circle or spiral, and can be read simply by tracing the outline with the index finger. The recorded thoughts of the author are then transferred directly to the mind of the reader. These Marks are primarily drawn onto walls or doors to warn or advise fellow members of what lies beyond. If detected, these messages give no visible clue as to their content. *Waywords* are usually designed to only be read once, and often have a limited lifespan.

Zenos Strip

Despite the cloak of secrecy that surrounds the Bearers, non-initiates have tried to unlock the mysteries of the brotherhood. An effective way of identifying such inquisitors can be achieved by the application of a *Zenos Strip*. Once administered to the forehead (usually while the victim is asleep), the stranger will be instantly recognisable to initiates. He himself will be unable to see the strip, but may experience hot flushes when in close proximity to an initiate.

Lock of Hypnos

Another subtle yet effective way of discouraging unwanted attention is through the *Lock of Hypnos*. These will 'lock' the victim into either of two states – asleep or awake. The former is more usual, since the victim is usually asleep when the Mark is drawn, and causes unwakeable sleep, leading to coma and ultimately death. The latter deprives the victim of full mental recuperation: the sleepless nights will eventually cause rapid physical deterioration and a slow drift towards madness. The effects of either form of the *Lock* can be reversed by retracing the Mark.

Wards of Zenos

Those previously marked with a *Zenos Strip* can be further discouraged from investigating by the placement of *Wards*. These large symbols are drawn on the ground, where they remain inert and unseen. Should anyone bearing the *Strip* attempt to pass over the *Ward*, he will experience violent nauseau, and may pass out.

The Brand of the Beast

The greatest punishment meted out by the Bearers to renegade initiates and investigators who get too close appears to be the *Brand*. Its potency is indicated in its method of transferal, as it does not need the presence of the intended victim when it is generated. Ernest Gracialla received his *Brand* in the form of an innocuous letter. This purported to be from a gentleman claiming to be an estranged cousin, but it was the writing paper itself which attracted his attention. It was written on a thick piece of foolscap, with a curious, faint indentation beneath the writing, like a heavy watermark. The hapless Gracialla curiously traced his fingers over the paper, and unwittingly activated the *Brand*. He remarked later to Doctor de Phyle that he instantly felt a queer sensation, and instantly knew that this *'Brand of the Beast'*, as he called it, had been sent by his former masters as retribution for his disloyalty. The effects of the *Brand*, an apparent metamorphosis into some form of vile creature (in Gracialla's case, a ghoul), seem only to occur in the imagination of the victim. As de Phyle says in his case records:

" . . . standing in front of the mirror, he would cry pitifully, clutching his face with his hands. Time and time again he would try and convince me of the supposed changes to his face . . . all I could offer was sympathy to a man so horribly twisted by his own imagination . . . " □

Tabletop Heroes *is a regular feature covering figures, modelling and painting tips by Joe Dever and Gary Chalk*

Proxy Painting

Every month we are sent a large number of new figures to review, so many in fact, that it is sometimes impossible to keep on top of all the painting they require and avoid a massive backlog. Brought on by a growing sense of despair, we hit upon a solution to the problem – what if we sent some of the new releases to the professional painting services that you see advertised in the classified sections of the hobby press; not only would we clear our ever-growing mountain of miniatures, but we could also showcase the work of these 'professionals'. Unfortunately, as the figures returned, we discovered the work of these painting services to be far from satisfactory. When one considers that their work was to be shown to over 40,000 prospective customers, it was surprising what little effort had been put into some of the samples. However, having said this, there were some notable exceptions that ranged from good to excellent, and we have featured some of these in this month's photo page. Please don't think we are being too harsh or snobbish in our appraisal of these services, for many of the painting faults were basic mistakes, and not merely a question of stylistic preferences. The most common faults included patches of undercoat that were left uncovered, paint overlapped or splashed from one article of clothing to another, and figures that had not been prepared prior to painting (flash and casting lines still visible). On one model, tight sleeves were painted as bare arms, and on another the sword had been painted dark brown (a pacifist adventurer perhaps?!). When one considers that £2.50 (plus the cost of the miniature) was being charged for this standard of service, the mistakes appear less comical. Therefore, we recommend that if you are considering the use of a painting service, that you always send for a sample of their work before committing yourself to what could be an expensive and disappointing transaction. When you receive the sample, ask yourself the following questions: Does the painting style fit in with your other figures? Are the figures supplied ready-based, and if so, are they to the size required for the game you intend to play? Is the finish of the base compatible to your terrain/dungeon? Are figures supplied with a matt or gloss varnish, or any varnish at all?

Miniature Masters, for example, supply an extremely clear order form to prospective clients, which covers every aspect of the figure in detail. If you are unsure of what exactly the painting service is offering, write or telephone for a full explanation before you send off your figures; very often the 'basic' price is just that, with bases, varnishing, dry-brushing, etc, costing extra.

This Month's Photographs

Figs 1,2 and 3 show six figures from a new range of dwarfs by *Asgard Miniatures.* From left to right, they are a Black Dwarf (*DW6*), a Dwarf Spearman (*DW4*), Dwarf Crossbowman (*DW10*), Dwarf Axeman (*DW2*), Dwarf Lord (*DW8*), and finally a Dwarf with Arquebus (*DW11*). These are very well cast miniatures with excellent detail, and produced in a clean, flash-free metal. The Black Dwarf comes complete with carrion bird perched on his shoulder, and the Dwarf Lord sports an impressive dragon-crested helm. Perhaps the most-thought provoking figure in the range is the arquebusier. In our very first feature (*WD52*) we discussed the introduction of gunpowder into FRP games; now the theory can be put into practice. Of course, the technology need not be perfect – in fact, the dwarf arquebusier is cast with an eye-patch that hints at a disastrous mis-fire! All of the dwarfs were painted by *Jena Enterprises,* in a style that relies heavily on dry-brushing. All were very well detailed and carefully shaded, albeit a little on the dark side.

With the interest in *Call of Cthulhu* growing steadily among role-players, we thought we would have a look at some of the miniatures currently available to Keepers and investigators. *Grenadier Models* produce two boxed sets – *Adventurers* (*6501*) and *Creatures* (*6502*), both designed by the award-winning Andrew Chernak. The castings of both the humans and non-humans are superb. Alternative poses of the figures will soon be available in blister pack form, retailing at about £1.25, boxed sets are £7.95 at present.

In *Fig 4* we see Colonel Babbington-Smythe ordering a mi-go to 'Stay where it is and put its nippers in the air!'. The colonel is the 'Big Game Hunter' from the *Adventurers* set, which also contains figures suitable for use in any '30s RPG. A policeman with a shotgun, a female reporter, a professor with book and lantern and an Indiana Jones lookalike are just some of the twelve models that make up the set.

Also from *Grenadier* is the beast in *Fig 5* – the *War Mammoth of the Undead Legion.* What a great centrepiece for an undead army! The mammoth, which comes complete with howdah and a crew of three skeletons, is beautifully detailed. A mammoth, of course, has no bone in its trunk, but *Grenadier* have thoughtfully included a set of trunk-armour to take its place; without it, the model looks strangely incorrect. This model was painted by the *Espirit du Corps* painting service, and as you can see, the bones were well shaded and detailed to give a realistic three-dimensional effect. If you are about to paint undead, especially skeletons, try mixing a little tan (*Humbrol MC27* is ideal) into the white of the bone – it produces a convincing ivory finish.

In *Fig 6,* we have a deep one from the *Grenadier* boxed set of *Creatures,* depicted in the correct livery of grey-green scales and white belly. When painting the eyes of monsters such as this, make the 'whites' and the pupils as large as possible – it accentuates the 'fishy' look. If you finish your figures with a matt varnish (or leave them unvarnished), apply a touch of gloss varnish to the eyes and lips, to make them seem wet and slimy.

"Yah! Blurt! Zlar!", says handsome Philmo Phlegm, one of *Citadel's Night Goblins* (*C13*) range. In *Facing Facts* (*WD62*), we recommended that flesh-coloured paint is generally too pale to be used straight-from-the-tin, as it gives a figure an unhealthy or anaemic look. Philmo owes his pallid good looks to a coat of basic flesh pink, to which nothing has been added except a little shading with dark earth (*Humbrol MC6* with a little black).

. . . And talking of unhealthy creatures that shun the sunlight, we come to *Fig 8,* a *Citadel* golem, painted as a ghoul. Bearing in mind this creature's natural habitat, his base would look suitably sepulchral if adorned with bits of broken skeleton; Lovecraft's ghouls seem to spend an inordinate amount of time gnawing on old bones!

Fig 9, shows a shoggoth from the same range of monsters. Painting tips for a 'shapeless congerie of protoplasmic bubbles' do not spring readily to mind, but we would recommend that you start by washing the creature in a dark colour; green was used here to good effect. After the wash has dried, pick out the various organs and nodules in whatever colours seem appropriate, bearing in mind the relationship between colours and how they compliment each other (See *WD58 – Thinking in Colour*).

Perhaps one of the best painting services currently available is *Miniature Masters* of Southend-on-Sea, Essex. *Fig 10,* shows a *Citadel Cleric* (*CO3/1a*) that has undergone their tender ministrations. They favour a style that accentuates the contrast between light and dark (sometimes called 'blacklining') although they can paint to order, depending on the customer's preferences. They will supply a sample figure on request, the cost of which is refundable against your first order.

The last of the *Cthulhu* nasties is *Fig 10,* a nightgaunt. If you are looking for the face of this creature – don't despair. Neither the casting or your sanity are at fault, for according to Lovecraft, nightgaunts never have faces. □

Useful Addresses

Jena Enterprises, 58, Winston Avenue, Worthing, West Sussex BN14 7PT. (0903) 32109

Espirit du Corps, 8 Cavendish Road, Long Eaton, Notts NG10 4HY.

Miniature Masters, 40a, Whitegate Road, Southend-on-Sea, Essex SS1 2LQ.

Fig 1

Fig 2

Fig 3

Fig 4

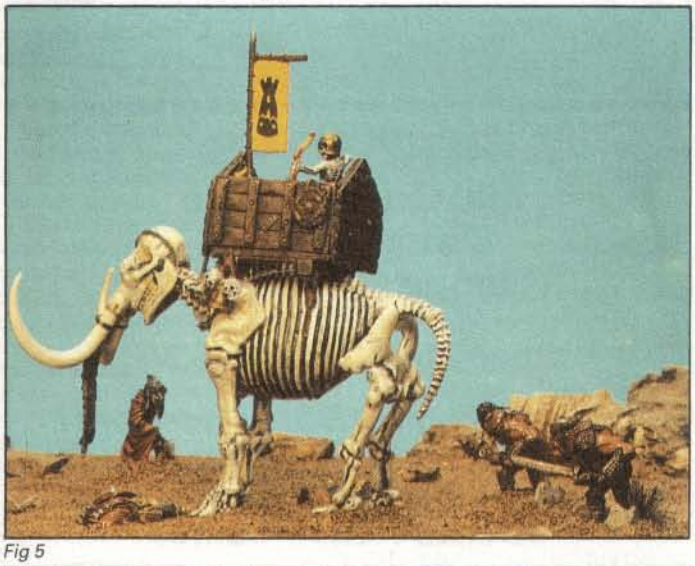


Fig 5

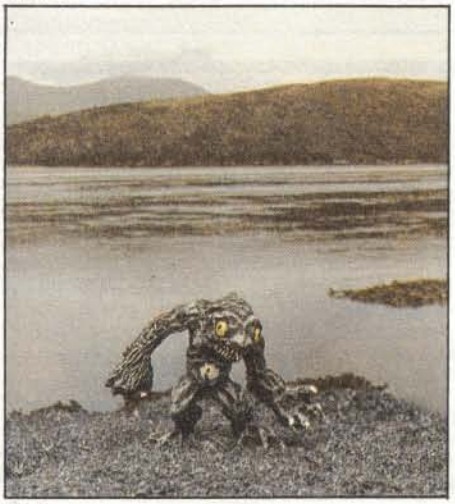


Fig 6

All photographs by Joe Dever and Gary Chalk

Painting: Figs 1,2,3 – Jena Enterprises; Fig 5 – Espirit du Corps; Fig 10 – Miniature Masters.

Cthulhu figures courtesy of Tim Hall

Fig 7

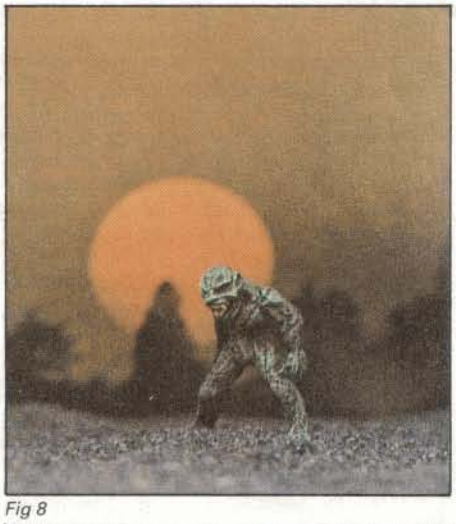


Fig 8

Fig 9

Fig 10

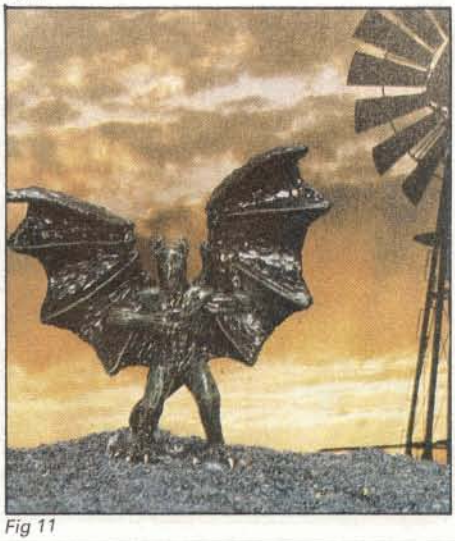
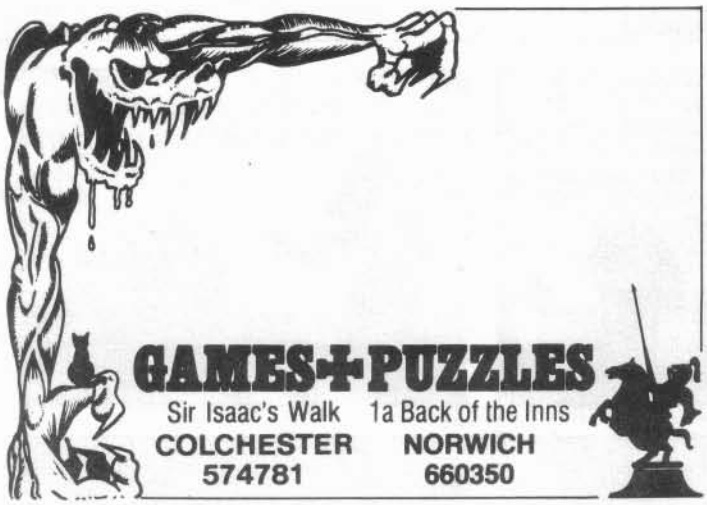


Fig 11



GAMES WORKSHOP US

9110F RED BRANCH ROAD
COLUMBIA, MD 21045

TEL: (301) 964 0262

FOR

GOLDEN HEROES
WHITE DWARF, WARHAMMER,
TALISMAN, Dr. WHO,
BATTLECARS, JUDGE DREDD,
DUNGEON FLOOR PLANS,
DUNGEON PLANNER,
plus all the best from the UK

Please write for full details

Orders under $25 add $1.50 post and handling.
Maryland state residents, please add 5% sales tax.

CLUB DISCOUNTS—QUANTITY DISCOUNTS

TRADE ENQUIRIES WELCOME

RITZ TOYS

100 Queensmere
Slough, Berks.
Telephone: 753 0678

Open Mon-Sat 9.00-5.30

Large selection of D&D, RuneQuest, Tunnels & Trolls, Traveller, Citadel Miniatures, Boxed Fantasy & Science Fiction Games

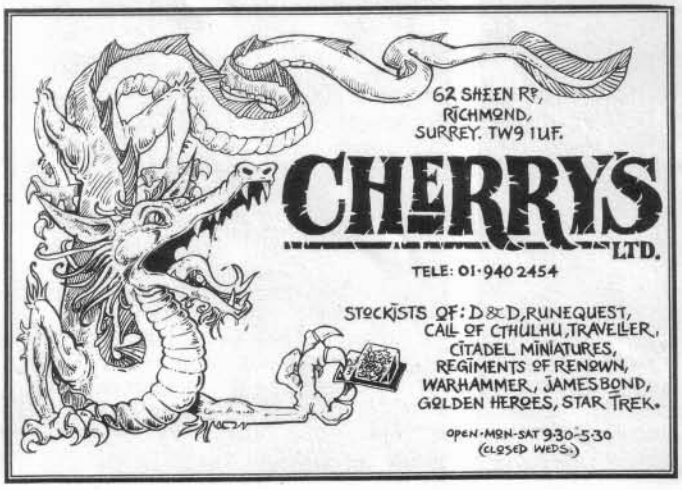
RAINBOW GAMES

147 KINGS ROAD, BRENTWOOD, ESSEX CM14 4EG.

TEL: BRENTWOOD (0277) 227043

Monday-Saturday 9.00-6.30
Late Night Fridays 7.30

Complete range of FRP's war games. Citadel Miniatures, magazines and friendly advice. Come along and see the difference.



NOT JUST STAMPS

17/19 Crendon Street,
High Wycombe, Bucks.
Tel: (0494) 41717

Open Mon-Sat 9.30am-5.30pm
Closed all day Wednesday

Stockists of all Fantasy & War Games Citadel, Ral Partha & Grenadier Miniatures.
Discounts for Clubs. Player Contact Board.
THE SPECIALIST GAMES SHOP.

Treasure Chest *is our regular department for readers' ideas about* AD&D *and* D&D. *This issue we present some . . .*

Spells for Friends

by Martin Fowler and David Marsh

LIFE CANDLE
Usable by: Cleric, MU
Level: 2,3
Duration: See text
Components: V, S, M
Casting Time: 1 turn

At the culmination of this ritual, the recipient of the spell lights a wax candle and places it in a protective golden tube (minimum cost 100gp). The candle will then burn continuously with a yellow flame until the character who lit it, however far away, is in danger of his or her life (ie on less than 1HP), when it will begin to burn dimly. Should the character die then the flame will be extinguished, leaving the wick pointing towards the place of death. Should the character subsequently be *raised,* then the candle will light up once more.

CANDLE IN THE WINDOW
Usable by: Cleric, Druid, MU
Level: 2
Duration: 2 days + 1 day per level of caster
Area of Effect: 4 miles + 2 miles per level of caster
Components: V, S, M
Casting Time: 1 turn

At the time of casting, a wide circle made of ashes from the hearth of the home in which the spell is cast is drawn around a candle. Those who are to be affected by the spell stand inside the circle and the candle is lit. The candle will burn until the duration of the spell expires or until it is extinguished by being doused with water. Whilst the candle burns, from anywhere in the given area, if the characters concerned look in the right direction, they will be able to see the candle burning, its brightness varying with their distance from it, although to see the candle they must be in open air or looking out of a window. Thus they should always be able to find their way home.

HOME CANDLE
Usable by: Cleric, Druid, MU
Level: 4
Duration: See text
Area of Effect: 4 miles + 2 miles per level of caster
Components: V, S, M.
Casting Time: 1 turn

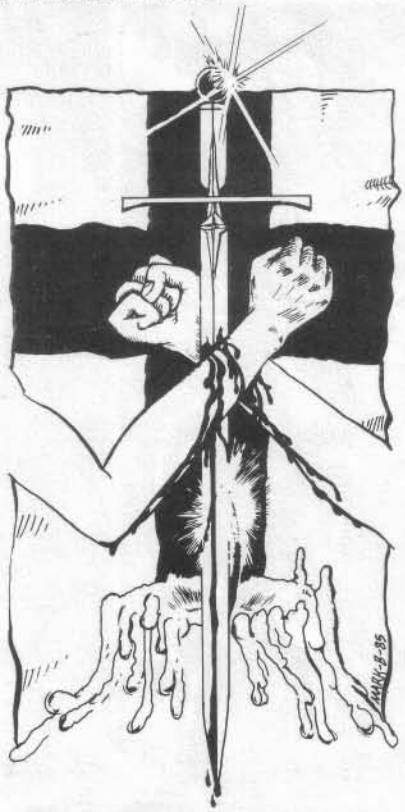
As for *candle in the window* (above), but the candle burns indefinitely or until purposely extinguished.

SENSE TAP
Usable by: MU
Level: 4
Duration: See text
Area of Effect: 1 mile per level of caster
Components: V, S, M
Casting Time: 6 turns

By means of this spell, the MU enchants some item, which could be any inanimate object, even an item which is already magical. During the spell a large gem (minimum cost 250gp) is also enchanted. This is the 'key' to the tap: any person grasping the gem 'taps' the senses (sight, hearing, touch, etc) of the person (or any sentient being) who is carrying the enchanted item. If the item is not being carried, being, for instance, locked away in a chest, then the character grasping the gem will just sense 'static'.

This tapping may be done any number of times, but for each whole or part round of use there is a 3% chance that the gem will disintegrate (only 2% if the gem cost 1000gp or more) and the dweomer will be dispelled. The chance for detection of such scrying is the same as for a *Crystal Ball* [*DMG*], but the character will not realise the source of the scrying automatically. The gem or item may change hands any number of times.

Clearly this spell has uses for other than between friends.



BLOOD BROTHERS
Usable by: Cleric
Level: 5
Range: 0
Duration: Permanent
Area of Effect: Special
Components: V, S ,M
Casting Time: 6 turns

Two or more characters of compatible alignments and religions may persuade a cleric to cast this spell upon them in a ritual which involves the mingling of their bloods. The characters involved then become blood brothers and gain a number of abilities and penalties for so being.

Blood brothers may send one telepathic message of up to two dozen words once per day over any range. They can always sense approximate distance and direction of another brother, this sense becoming more accurate over shorter ranges, so that blood brothers will always recognise each other. Should a brother die, the other will be able to detect in a similar fashion both the corpse and the place of death.

Due to their sense of and empathy with each other, if a character has a blood brother at his side in melee, he or she fights at +1 to hit and with −1 armour class (+2 to hit, −2 armour class with a brother at each side).

Should a character ever turn against his blood brother, the wound from which the blood was taken will open up and begin to fester, and the character will lose one point of Constitution per week until he or she seeks forgiveness from the Cleric who performed the original ceremony. If a character should kill his blood brother then the loss is one point of Constitution per day. Should the original Cleric be dead then so much the worse!

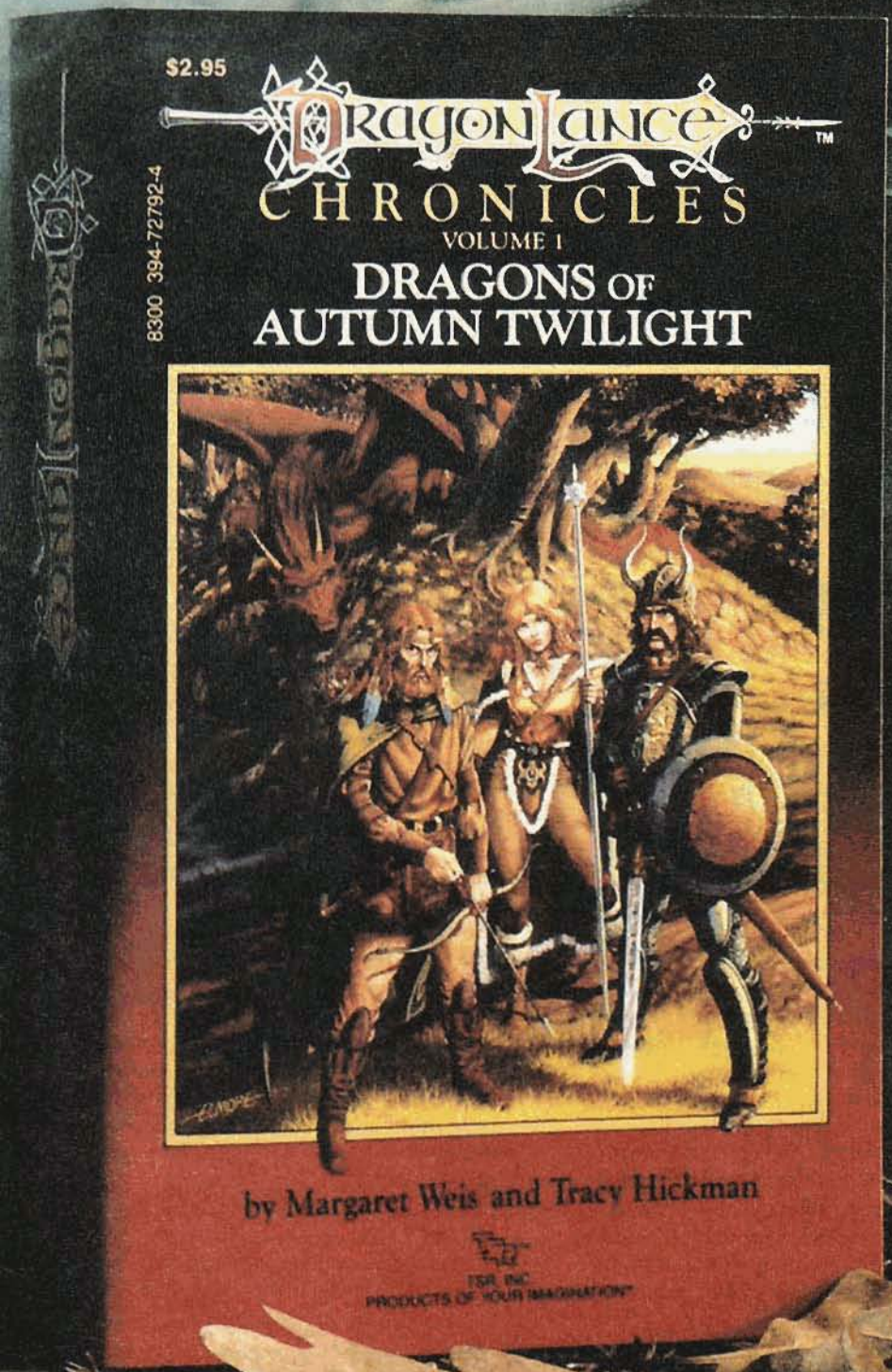
Blood brothers may occur in groups of more than two (though every combination of two from the group must be blood brothers), but the location and reception of message abilities doesn't identify which brother is which. If more blood brothers are to be added to the group then the whole group must first assemble. Since, at the death (even of old age) of any blood brother, the whole group lose one point of Constitution each, permanently (unless *resurrection* is performed), there are obvious disadvantages in having too many blood brothers.

BLOOD KNIFE
Usable by: Cleric
Level: 6
Range: 0
Duration: Special
Area of Effect: 1 item
Components: V, S, M
Casting Time: 1 turn

By means of this spell, the casting Cleric enchants a small, bejewelled dagger (minimum cost 500gp) on behalf of a particular character, who must already have a blood brother.

At any time in the future, should a blood brother of that character be killed (not die of old age), then the character may plunge the dagger into himself, sacrificing one point of Constitution in the process. If the knife is then placed on the lips of the dead blood brother within one day per level of the casting Cleric, then the brother will be *resurrected.* The knife loses its dweomer after *resurrection* or the necessary time has elapsed. □

EXPERIENCE A LEGEND IN TSR'S FIRST AD&D™ FANTASY NOVEL!



Dragons, creatures of legend. Krynn, a world of fantasy. DRAGONLANCE™ CHRONICLES, the epic quest of a small band of heroes comes alive in TSR's first full-length AD&D™ fantasy novel.

You've played the game. Now read the novel. Finally, available.

Ask for DRAGONS OF AUTUMN TWILIGHT, the first volume in the epic trilogy, at your favorite hobby, book or toy store.

448 pages of fantasy adventure for only £2.25!

AD&D and DRAGONLANCE are trademarks owned by TSR, Inc. 1984 TSR, Inc. All Rights Reserved.

BRITISH TOY FAIR

This is the major UK trade show held annually at Earls Court, London. Roughly it is the equivalent of the HIA show or Origins in the US. Tucked in with the cuddly toys were all the major manufacturers and distributors of 'hobby games' in the UK. *Games Workshop* were showing the new UK editions of *MERP* and *Star Trek III Ship Combat*, as well as three new computer games. *Citadel Miniatures* had the real show stealers, 60mm *Fighting Fantasy* figures in hard plastic, and very nice they are too. The real jewel of the show though were *Citadel's* Official *D&D* figures, available both in boxed sets and blister packs. *TSR* had absolutely masses of new modules, mostly *DragonLance* and *Marvel Superheroes* ones. Perhaps most interesting are their new *Conan AD&D* series. *Standard Games* launched their new RPG *DragonRoar*; the secret ingredient turning out to be an introductory cassette, complete with a solo adventure. As I mentioned before, *MB Games'* three new boardgames were on show, and they really have made a good job of them, plenty of plastic pieces instead of the original card ones. Other interesting exhibits were the masses of robot models: radio-controlled, small, large, and ones that turn into all manner of odd things.

IRON CROWN in '85

Designers of *Rolemaster* and *MERP*, *Iron Crown Ents*, have just told me their planned releases for this year. Chris Christensen says that they aim to have at least fourteen new products ready by next Xmas. *Moria I* should be available by now, together with *Battle of the Five Armies*, both long awaited and popular releases. Also out over here by March will be *Rangers of the North*, a *Middle Earth* campaign book, along with *Thieves of Tharbad*, a *MERP* scenario. The reworked *Character/Campaign Law* rulebook is expected at the same time. Set for release March/April in the US are *Creatures and Treasure*, the *Rolemaster* bestiary, and the rumoured *Future Law*, which is apparently along the lines of *MERP*. It is a SF/Fantasy RPG, support modules etc to follow. With as yet unspecified release dates are *Merchant Adventure, Cleric's Revenge, Riddle of the Ring*, and *Conquest of Middle Earth* (Battle of Pelennor Fields), all board games. Looking further forward into the year brings us *The Tolkien Bestiary*, quite obviously the *MERP* monster collection, and *Eagles Eerie*, another *MERP* scenario. *Moria II* and *Dol Amroth*, both *Middle Earth* campaign books, should be out just before next Xmas. Chris did say that these were all they had detailed so far, no doubt there will be other additions later.

NEW GAMES WORKSHOP SOFTWARE

Previewed at the Toy Fair were the three new titles by *GW* for the *Spectrum*, heading this release is a version of the best-selling boardgame *Talisman*. It has moving graphics, coupled with an adventure game type description of the location. The dice have been replaced with a time limit which allows players to move through several locations each turn, depending on what they encounter. I particularly like the way the monsters zoom across the screen to fight you. Those of you who enjoyed the mind-bending puzzles of *Tower of Despair* will be pleased to hear that the follow up has been written. *The Key of Hope* is every bit as perplexing as the original, and also has graphics as a bonus! The third new title is *Chaos*, similar in concept to *GW's* boardgame *Warlock*. The players are conjuring wizards battling it out in a void, lots of colour (and chaos) as you create and destroy creatures to break down the enemies' defences. Finally, plans are well underway to produce a computer version of *Rollerball*, more details about that soon!

NEW CONCEPT IN FIGURES

Citadel Miniatures are currently working on a new series of figures as part of the Official *D&D* range. The plan is to release a three figure pack which will have versions of player characters throughout their lives: a young (1st level), an older mid-level (4th level) and a veteran for the highest levels. Great idea, hopefully characters will last long enough to use all three!

ONE LINERS

Twilight 2000 (*GDW* £16.95) This new RPG features US soldiers stranded in war-torn Europe after World War III. The production is very good, and if the level of advertising is anything to go by *GDW* are hoping that this will really take off.

Halls of the Dwarven Kings (*Integrated Games* £9.95) Very interesting release this one. Similar in approach to the *Dungeon Planner* series, and packed full of all sorts of goodies. Maps, drawings, adventure guidelines etc, and most interesting the facsimile scrolls and fragments for play aids. Multi-system and good quality. Designed by *Beast Enterprises* and *Endless Games*. A welcome addition; further releases may include *Grenadier* figures.

PUZZLEQUEST BOOKS

Available about now is the first of a new series by Steve Jackson and Ian Livingstone. They are large format, hardbacked, full colour books, published by *Oxford University Press* at £5.95 each. The first by Steve, *The Tasks of Tantalon*, concerns an ageing wizard who sends you off to complete twelve tasks, each being a puzzle, hidden in the story and the colour plates. The drawings are by Steven Lavis. The second by Ian called *Casket of Souls*, should be out by Autumn. Illustrations by Iain McCaig (*Deathtrap Dungeon* etc).

... AND BRIEFLY

* *Tunnels and Trolls*, it is rumoured, is being looked at by *Boots* as their entry into the gaming field!
* *Corgi Books* are about to sign the top selling German FRP system *The Black Eye* for the UK. The success of the RPG depends on who you speak to; it has apparently sold between 20-200 thousand copies so far in Europe.
* *Puffin* are dropping their *Fighting Fantasy* computer software after poor sales.

LOVECRAFT IS BACK

Call of Cthulhu players to date have been unable to find copies of the short stories that inspired the RPG, only available as imports or if you were lucky in a second hand bookshop. *Granada* have obtained the rights to print collections of the stories. *At the Mountains of Madness* and *Dagon* should be available now, and *The Haunter of the Dark* will be ready by the summer. Each volume will cost between £2.50 and £2.95.

TRAVELLER FOR CHARITY

As previously mentioned a few months ago, *Deneb Sector*, by David Hulks and Graham Staplehurst has been officially approved by *GDW*. The book features maps and adventures, and for an independant product is of exceptional quality. All proceeds of this £2.95 supplement will be donated to a children's charity. So buy now, even if you don't play *Traveller!*

NEXT ISSUE

THE SAHUAGIN HEEL – an *AD&D* scenario by the sea,
SMILE PLEASE – a surprising *Traveller* scenario,
THE GOOD, THE BAD AND THE DOWNRIGHT ODD – the role of the villain in Superhero games,
THE DISTRESSING DAMSEL – fiction from Dave Langford.

Plus all the regular features and departments.

GOBBLEDIGOOK by Bil

VIRGIN GAMES CENTRE

IS OPENING IN ABERDEEN

172 UNION STREET
END OF MARCH

Look for more exciting announcements in the near future

OTHER SHOPS AT —

22 OXFORD ST
LONDON
TEL: 637 7911

95-99 THE BRIGGATE
LEEDS
TEL: 0532 - 432606

Australian/New Zealand Role Players!

Buy all your RPGs through the mail

Dungeons & Dragons, Traveller, Middle Earth, Star Trek, James Bond, RuneQuest, Cars Wars, Star Fleet Battles, Tunnels & Trolls, Lost Worlds, Star Frontiers, Rolemaster.

WRITE FOR YOUR FREE CATALOGUE AND PRICE LIST.
FREE
ENDLESS QUEST BOOK TO THE FIRST 100 INQUIRERS.

Military Simulations,
134 Cochranes Road, Moorabbin,
3189, Victoria, Australia.

THE GAMESMASTER

SCOTLANDS PREMIERE HOBBY STORES

EDINBURGH
13 Forrest Road,
Edinburgh EH1 2QH
Tel: 031 226 3354

GLASGOW
536 Great Western Road,
Glasgow G12 8E2
Tel: 041 334 1583

YOUR GATEWAY TO ADVENTURE

THE KEYS OF BLED

THE KEYS OF BLED is a play-by-mail experience set on an archaic fantasy world. As a participant, you will have to account for the supply of your people, their morale & combat ability, your own political leadership and many other inter-related factors.

The game system embraces multiple group control, each of which is able to act independently of the others, a combat system which allows you to deploy individual units to combat actually taking place, assigning both objectives & risk levels on a detailed resolution sheet, and more detailed gamesmaster scene-setting than usual.

To enable you to more fully assess the merits of the game, a free rulebook, describing the games system, can be obtained from:

THE KEYS OF BLED (W), 95 King Street, Ramsgate, Kent, CT11 8NZ

Subsequently, your first four turns are also free of charge. Thereafter, turns cost £1.50 or $2.75, though there are a number of advance purchase options which substantially reduce the overall cost to the player.

CLASSIFIED

All classified ads must be prepaid at the rate of 10p per word, display ads £3.00 per scc. Please send copy and payment to White Dwarf *27-29 Sunbeam Rd, Park Royal, London NW10, making cheques/POs payable to* Games Workshop Ltd.

White Dwarf *regrets that it cannot be held responsible for financial transactions resulting from small ads. Readers are advised to take appropriate precautions before parting with any money.*

DRAGONMEET
Competition & Demonstration Organisers Wanted!
We urgently need people, clubs and helpers at our *Dragonmeet* convention, to be held at Central Hall, Westminster on Saturday 25th May 1985. If you, or your club, would be interested in staging a demonsration or competition game at *Dragonmeet* please write, giving full details of your proposed event (plus any special requirements) to: *Dragonmeet Events, Games Workshop Ltd*, 27/29 Sunbeam Road, London NW10.

GAMES DAY '85
Horticultural Hall, Sept 28-29
Clubs, Groups, Players, etc. If you have a fantasy, war, computer, board or even outrageous games that you would like to run at *Games Day*, please write now with details of your proposed event and any special requirements for early allocation of space. We also need gophers to help on the admin side (London residents only please). Please write to: *Games Day, Games Workshop Ltd*, 27/29 Sunbeam Road, London NW10.

Space. Fill a space on your wall with an original Science Fiction or Fantasy, *D&D*, illustration. Subjects include, Robots, Droids, Space Hardware, Dragons, Demons, Warriors, Creatures etc. Also limited edition prints and stationery sets. Design and artwork service available for fanzines, and board games. To find out more about these unique designs send a large SAE for information pack to: Roger Waring, *Robots & Rayguns* 48 Woodbreda Drive, Saintfield Road, Belfast BT8 4HZ, N Ireland.

Quality Painting of fantasy figures, discounts on large orders. Send SAE plus 50p for sample. A Worsley, 22 Brindley St, Holderness Road, Hull HU9 3BD.

Playbeing. Has nothing to do with *Runestone 6* – not that we haven't tried! So you'll have to put up with the usual mix of FRP, stupidity and spelling mistakes. Costs 50p from: Bill Lucas, 26 Parker Close, Letchwork, Herts SG6 3RT.

Tudor Armour. Your personal dagger, sword, axe, helmet, coat of arms. Send design for quote. *Tudor Armoury*, 90 Christchurch Road, Ringwood, Hants. (04254) 4620.

Skullcrusher. The zany zine for all the party! Buy now or forever withold your silver pieces. 52 pages, just 55p (incl P&P). The Vicarage, Offchurch, Warwickshire CV33 9AL.

For Sale. Extensive *2000AD* collection. For details ring:(0934) 814183.

Genuine Chainmail. Vests, hoods, coifs, hauberks, gauntlets, etc, made to measure. Further details, tel: (0227) 263469 or write to: 27 Ivy House Road, Whitstable CT5 1PL.

For Sale. *Judge Dredd, Star Explorer, Firefox F7* electronic game. Offers? Phone: 082 924 254.

Bargain! Selling *Starter Traveller, Aslan, Book 4, Book 5,* all for £15! If interested, ring Joseph on: (026788) 492 (after 5pm).

The Halfling Paint Shop. Quality figure painting, for prices SAE to: J Davies, 64 Eastbury Road, Northwood, Middx HA6 3AR. Phone: (09274) 22750.

For Sale. New copy of *Ringworld*, £20 ono. Prefer local sale due to postage costs! Jonathan Sharp, Grassmoor, Crosby, Maryport, Cumbria CA15 6RP.

For Sale. *WD54-61* £3.50, *PHB, DMG, CoC* £5 each, Citadel *Paints 1-2* £2.50 each. P&P extra. Contact Simon on: (04892) 5943.

Flash, I Love You, but we've only got thirty seconds to save the world! . . . Just enough time to mention *It's Clobbering Time*, the new superhero RPG fanzine with scenarios, ideas and . . . *The Return of the Unspeakable Umpteen*. Out now, price 60p (incl P&P) from: Andrew de Salis, 1 Church Street, St George, Nr Abergele, Clywd.

Necropolis Fanzine. 'All good stuff and highly recommended' – *Citadel Miniatures* Christmas release sheet. *Warhammer* specialists. Issue 3 available from: 120 Heath Road, Sandbach, Cheshire. 50p (incl P&P).

Sale/Swap, *D&D/Traveller* scenarios/aids, figures, more for RQ/modern RPGs. SAE to: Graeme Davis, Collingwood College, South Road, Durham.

Slave Magazine. Fiction and are are required for issue *99* of *Slave*. Science fiction, fantasy and horror of any shape or form – *Slave* puts the pen in your hands. Also imaginative monochrome artwork and three-frame cartoon strips in a similar style are needed. Full details for contributors, advertisers and readers available on receipt of SAE to: Nick Gregory, 34 Fairway Crescent, Allestree, Derby DE3 2PA.

Dream Sale! Mint condition SF, RPGs, wargames . . . all at under half price. Send 17p SAE for list to: 327 Ashby Road, Scunthorpe, South Humberside DN16 2AB.

For Sale. *DMG, PH, MM, FF, DDG* and many modules. Reasonable offers. Ring: (0494) 33530, Mon-Thurs, evenings.

DMG, MM, PHB, modules. Sell £25, split or swap for *Traveller Book*, books, scenarios, supplements. (0926) 311895.

Bargain Armies 25mm. Painted in your regimental colour or unpainted. Varnished for no extra cost. 20 orcs with sword in chainmail £2.75 unpainted/£4.25 painted; 10 orcs with sword in chainmail £1.50 unpainted/£2.25 painted, 10 goblin wolf riders with sword in chainmail £3.20 unpainted/£4.10 painted. Selection of other orcs, goblins, elves and other cavalry. Send SSAE for free catalogue to: M Hartland, 3 Viewfield Road, London SW18.

Wolvesbane Fanzine. With hordes of FRP discussion, review, *AD&D* solos, silly stories like 'Noddy Goes Punk' + more. The price? I'm robbin' myself for jus' 55p to you, guv. From: *Space Chicken*, 90 Lordswood, Panshanger. Welwyn Garden City, Herts.

For Sale. *SPI* wargames: *Spartan* £6.50, *Carter of Mars, E7, Zombie* £3.50. Rotherham 564350.

White Dwarf 1-21. Excellent condition. Sell as set for highest offer. Also *The Dungeoneer 1 & 2, Underworld Oracle 1-6*, offers? *Miniature Wargames* back issues 50p each. Harlow 418973.

Free Fanzine! Want to know what a zine is? Never read one before? For just a stamp I'll send you a preview copy of . . . *Blood, Guts and Beer*. Now at issue 3, only 50p per copy and with the infamous Don Turnball writing for us. All enquiries (free copy and normal) to: Barry Atkins, 3 Pembroke Crescent, Hove, Sussex.

Discovered *Draken Games'* Newsletter yet? News, reviews, special offers and a full mail order service. Send SAE for free copy. *Draken Games*, 132 Ramnoth Road, Wisbech, Cambs PE13 2JD.

Quality 25mm figure painting service. Full details from: Richard Scott, 20 Fassett Road, Kingston, Surrey.

Elven Armourer. We are pleased to announce that an elven armourer has joined us and is now making chain mail – from £50 – and metal helmets – from £20 – send stamp for details. *Party Packages*, 160 Hearsall Lane, Coventry.

Wilderness Adventurers. *Party Packages* now offer adventures combining diced combat with real exploration. All start from our shop – 160 Hearsall Lane, Coventry – send stamp for details.

Costume Service. In spite of everything else Rogo and Zama continue to dress anyone to order from: *Party Packages*, 160 Hearsall Lane, Coventry.

PBM KINGS OF STEEL. Fantasy campaign. Includes armies, wizards, neutrals, power cards & much more. For details write to: *PBM Games*, 1 University Close, Parry's Lane, Bristol BS9 1AR.

HELP!

Clubs, contacts and events can be advertised once at no charge up to a maximum of 25 words. Further insertions at the rate of 5p per word.

Gesmoolzelum. *Necropolis* fanzine requires contributions. Free copy if printed. Especially *Warhammer* but others acceptable. Interested? Send to: *Necropolis*, 120 Heath Road, Sandbach, Cheshire.

Farnham. Hyper-keen *D&D*er seeks others to play under improved rules. Will learn others (*CoC, AD&D, Bushido*). Farnham 723813.

Wanted. *Trollpak, Cults of Terror* & *Prax* in good condition. Phone 082 924 254.

French FRPer and wargamer, 22 yrs old, searching for contacts in the UK. Write to Eric Amoros, 20 Avenue Jean Chauvin, 44470 Carquetou, France. Certain reply.

Help! Anyone got issue 6 of *Imagine*. I am willing to pay £1 for it. Contact M Saunders on 693658. Address: 182 Clarendon Road, Broadstone, Dorset BH18 9JA.

Captain Scarlet, *UFO, Thunderbirds*. All *Dinky* vehicles from these series wanted, condition not important. Call Tim: (01) 625 6152 (after 6.30pm) with details.

Dunfermline Area. Eleven year old role-playing gamer would like to meet others of similar age in same area. David Sumpter, 23 Linburn Road, Dunfermline.

Attention Roger Barb. You have my address now so why not send me *Wereman 7&8* and my artwork! Spike Jones, 5 Janellan Terrace, Scarborough, Ontario, Canada M1E 3M8. Phone: (416) 282 3287.

Required. Three bored male orc slappers require three CHA18 female elves to play with. (*AD&D, Laserburn, T&T, CoC*). Will play anything else. Ages 12-14, must live in Nottingham area. Apply to: 49 Oxengate, Oxclose Lane, Arnold, Nottingham.

Fantasy Freaks: Join Brentwood's RPG club. *D&D, Traveller, RQ*– you name it, we play it. Hermit Centre, Shenfield Road, Brentwood, Essex. Brentwood 218897. Tues evenings 7-10pm.

Mosley Area. Interested in starting a new gaming club in Morley? Send SAE to: Janice, 41 Marston Avenue, Hopewell Farm, Morley, Leeds LS27 ORS.

Wanted Second hand *TSR AD&D* rulebooks, all except *PHB*. Price must fit condition. Contact: (01) 997 4163.

Swap. *Valley of the Four Winds, Car Wars, Barbarian Kings* and *Deathmaze* (worth £10) for *T&T* plus scenarios. Other offers considered. Caron Pearson, 136 Nottingham Road, Stapleford, Notts NG9 8AR.

Wanted. 12-15 yr old penpal to talk about *D&D* and *T&T*. Also clubs in the Haverhill area. Contact: Matthew Grapes, 53 Arrendene Road, Haverhill, Suffolk. Phone: (0440) 705326.

Established Fanzine, *Mystic Crystal*, requests contributions, articles and artwork of good quality. You won't get rich, but you might get famous! J Kingsley, 72 Main St, Osgathorpe, Leics LE12 9TA.

Urgently Wanted! *Imagine issue 2*, good condition only. Good price paid. Phone: Paull on: Cobham 64577.

Swap. *Indiana Jones, RQ, Basic/Expert D&D, I2, DL1, UK4, CM1, DMs Screen, D&D* & *RQ* character sheets, practically unused *DMs Adventure Log* for *WD 1-35*. Desperate! Mark: Lymington 43422 (after 5pm).

Glasgow. Eager and experienced DM looking for other *AD&D* players on south-side. No experience necessary. Contact Andrew on: (041) 639 8130.

Swap. Citadel blister counters (pref Leicester area). Phone: Leics 609747.

Urgently Wanted. *Pavis* or *Big Rubble*. Phone: (041) 772 6813 (after 5.30pm).

Players Wanted to expand *AD&D* playing group at Redruth, Cornwall. We play other RPGs, everyone welcome. Write to: Mr Beckerleg, 9 Great Wheal Seaton, Camborne, Cornwall. Phone: Camborne 714607 or Redruth 216805.

All Ye RuneQuestors! Where art thou? Two players/GMs desperate for others. 17+. Contact: M Thomas, 51 Appleyard Place, Oldbrook, Milton Keynes MK6 2PW.

Batley. Are there are any clubs in Batley? If not, does anyone want to form one. Ring: 477298 and ask for Steve.

RPG Plymouth. 11 yr old seeks players in Plymstock area. Plays *D&D, Indiana Jones, RQ, CoC, Car Wars*. Contact: Peter Roberts, 17 Wembury Road, Elburton, Plymouth. Tel: 48513.

Corlecca. I have lost your address. Apologies for IISS Bureaucratic incompetence. Holorick.

Croydon. GM requires victims for SF and fantasy RPGs. Drop a line to: Tony Barber, 6 Hartley Road, Croydon, Surrey.

New Club. Medway area, 2 males, 14, experienced in *RQ, Swordbearer, Middle Earth, D&D*. Need players. Contact Mike: 54922 or Mark: 579977.

Berni. Hit yourself again with your Staff or Striking recently? Maybe Ranorah has trained you off the habit! Happy (belated) Anniversary. F'nor. When are we hacking again?

C&S Hassled 15 yr old seeks advice on rules. Does anybody play it? Scribble quickly to: Hopeless, 559 Anlaby Road, Hull HU3 6HP

RQM GM. 13 yr old would like to get in touch with club/group in County Durham. Phone Paul on: Easington 272711.

Urgently Wanted. *WD33* in excellent condition. Phone Andy on: Basildon (0268) 22907.

Hi! Male *AD&D/CoC* player, 13, seeks penpal. Even a hobgoblin will do! Robert Hayler, 60 East Ham Road, Littlehampton, W Sussex.

RuneQuest by Post. 40 people are already playing my game. Want to join? Contact Paul Barbour, 10 Dawley Ride, Colnbrook, Slough, Berks SL3 0QH.

Penpal Wanted. 16 yr old wishes to exchange ideas, opinions etc on *D&D* and *Traveller*. David Miller, 33 Greenhill Waterside, Patria, Ayrshire KA67SH.

Swap. 22 *Asgard Dwarves* + *Bugman's Dwarf Rangers* box + 15 *Citadel Skeletons* for *Trollpak, Pavis* or *Borderlands*. Contact Robert on: (0926) 24705.

GMs Wanted! I would like to exchange thoughts with GMs of *Morrow Project, RuneQuest* and *Aftermath*. Rudolf Stolte, Römerstrasse 13, D-8096 Gersthofen, W Germany.

Swap. I have *MERP* and wish to swap it for *Trollpak* (must be in good condition). Contact: Mark Hides, 240 Jenkin Road, Sheffield S9 1AW.

Wedding Announcement. On Godsay 25th Wealsun 580 CY Irango Vibrasotist and Zyzwang-Wons were wedded in Niole Dra as witnessed by the good knight Radnor.

Penpal Wanted Fast! Must be aged 14-15. Likes Bucks Fizz (with or without Mike Nolan), plays *AD&D* (but cheats). Will write to anyone – money no object. Dave Carr, 3 Bernadette Ave HU 7PS.

Urgently Wanted. Any *WD* prior to issue *28*, any reasonable price. Contact Bradley on: (07) 284 1570, or write to: 85A Arthur St, Woody Point, Qld, Australia 4019.

Anybody in Bourne area play RPGs or wargames? Also anybody got *RQ2* rules for swap with *AD&D* modules? Contact Steve on: 077 85 786

Wanted. Anything to do with *MERP*. Send list with prices to: Finlay Mackay, Okeham, Glebe Lane, Newton Mearns, Glasgow G77 6DS.

Burnham-on-Sea, Somerset. Persons 17+ wanted for new RPG group. Rules and meeting place to be arranged. Contact: R Moore 789416.

Tonbridge. DM and female paladin require players (16+) for AD&D campaign. Phone (0732) 357381. Orc slashing, excitement & coffee provided.

To Peradua Adastra. (Paladin) and Sega Thane (Necromancer) (Mark & Benny) on NPC Emily, born 23rd November 1984 (special attacks nappies 6-36).

CLUBS

PORTCHESTER
Games: *AD&D, CoC, RQ, C&S.*
Time: First Sunday in month, 10.30-21.30.
Place: Parish Hall, Castle Street, Portchester
Comments: All FRP players welcome
Contact: Tom Morgan, Cosham 379451, extn 2446.

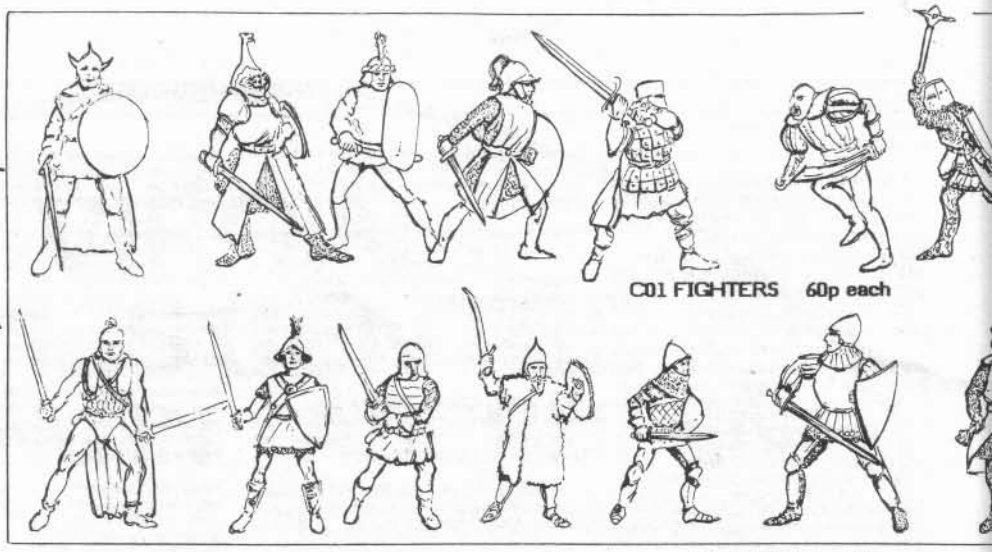
GRANTHAM
Grantham District Model and Wargame Club
Games: *RQ, AD&D,* figure and board wargames, anything!
Place: Church Hall, Edinburgh Rd, Grantham.
Comments: Map showing location from: Steve, 96 Station Road, Rippingdale, Nr Bourne, Lincs. All welcome.
Contact: Les Staniland: Grantham 77541.

OLDHAM
Time: To be arranged.
Place: Players' house
Comments: New club in Oldham/Tameside area. All welcome.
Contact: Stephen on: Saddleworth 6021 or Martin on: Mossely 3200 (after 5.30pm).

BLACKPOOL
Games: *MERP*, plus suggestions.
Time: 7-10.30pm Sundays.
Place: 11 Watson Road.
Comments: Ages 16+, first week free, 50p thereafter.
Contact: Steve: Blackpool 47105.

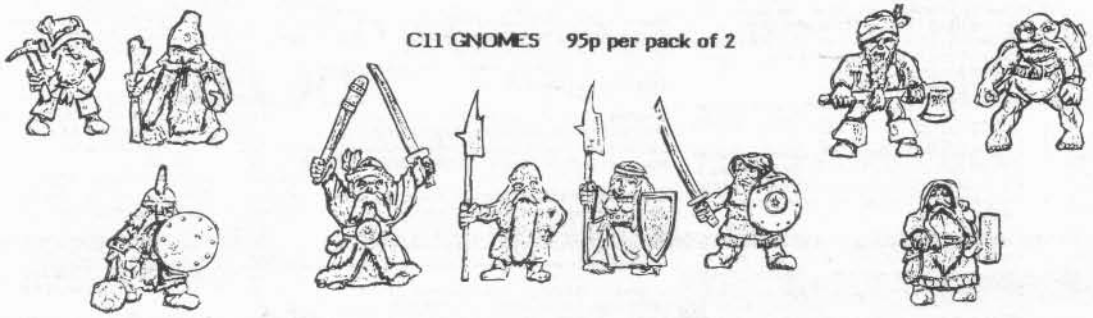
MANCHESTER
Mailed Fist Wargames Group
Games: Any and all.
Time: 2nd and 4th Sundays, 11.30-5.30.
Place: Festival Theatre, Corporation St, Hyde.
Comments: All welcome, refreshments, etc.
Contact: Mike Goss, 39 Stonepail Close, Gatley, Cheadle, Cheshire. Tel: 061 491 1582.

NEW FROM CITADEL MINIATURES

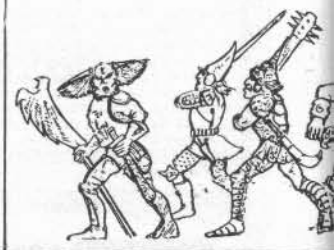


C01 FIGHTERS 60p each

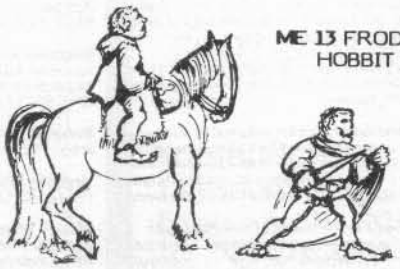
C03 CLERICS 60p each



C11 GNOMES 95p per pack of 2



ME 11 GANDALF THE WIZARD



ME 13 FRODO HOBBIT HERO

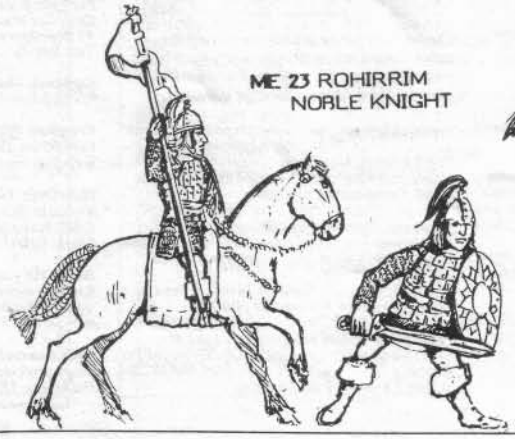
J.R.R. Tolkien's "The Lord of the Rings" TM

ADVENTURE

£1.95 per pack of 3 m

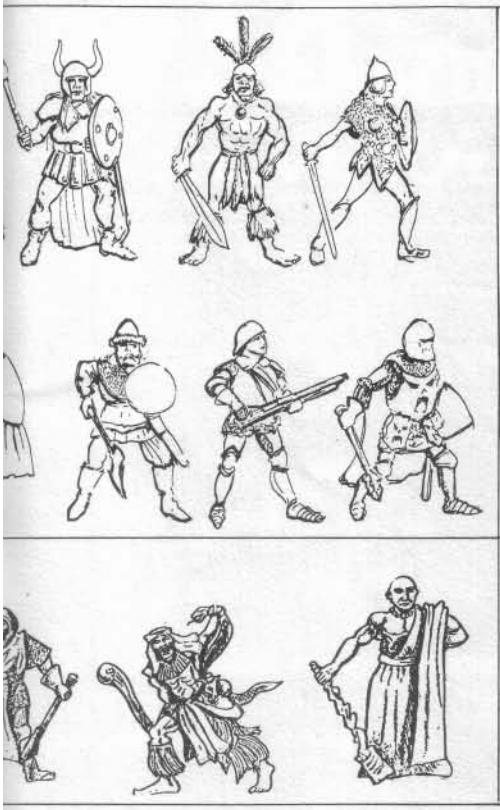
@ 1985 Tolkien Enterprises. THE LORD OF THE RINGS TM and all characters and places therein are trademark properties of Tolkien Enterprises, a division of Elan Merchandising Inc, Berkeley California No unauthorised use permitted.

ME 54 EASTERLING



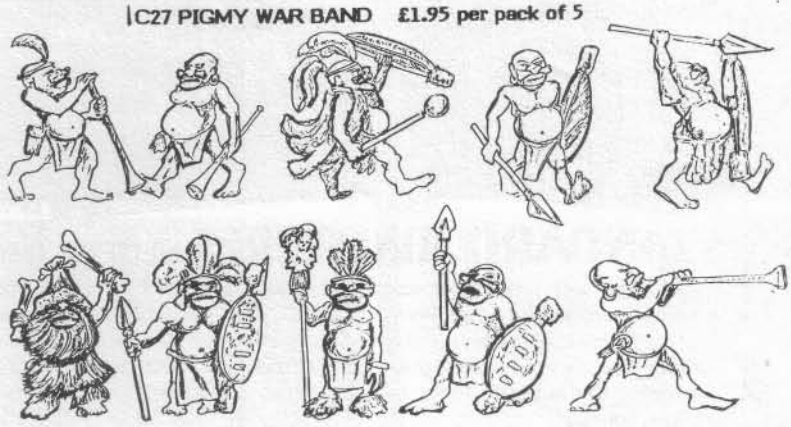
ME 23 ROHIRRIM NOBLE KNIGHT

ME 73 BARROW -WIGHT



C02 WIZARDS 60p each

C27 PIGMY WAR BAND £1.95 per pack of 5



C35 CHAOS WARRIORS 60p each

ALSO NOW AVAILABLE !

C29 NEW YOUNG DRAGONS £1.95 each

BN1 GOBLIN CHARIOT £6.50 each

C34 DEMONS OF LAW £2.50 per pack of 2

NEW REGIMENTS OF RENOWN

ROR 13 LOTHERN CITY GUARD (ELF INFANTRY)

ROR 15 THROG'S HOBGOBLIN DESPOILERS

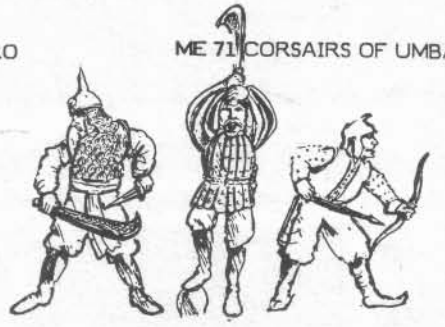
ROR 14 NOTLOB'S ORCISH ARTILLERY

All at £4.50 per set

4 LEGOLAS
LF HERO

ME 15 GIMLI
DWARF HERO

ME 71 CORSAIRS OF UMBAR



ME 35 BEORN

ACKS

ME 41 GOBLIN WARG
RIDER

ME 63 LORD OF NAZGUL

Citadel products are available from hobby and game shops throughout the country. If however you should experience difficulties in obtaining them, then why not contact our friendly and helpful mail order department.

MAIL ORDER CHARGES

U.K Customers please add 65p postage and packing (post free over £10.00)
OVERSEAS customers please add 33% postage and packing minimum £2.00

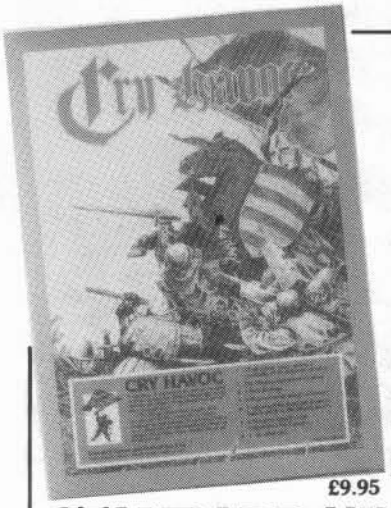
The Second Citadel Compendium - £1.25 plus A4 stamped addressed (40p) envelope. For a copy of our latest release broadsheet only, send a large stamped (17p) addressed envelope.

North American customers, have you ever thought of placing your orders direct to us over the phone, using your ACCESS or VISA card numbers.

CITADEL MINIATURES CHEWTON STREET, HILLTOP, EASTWOOD, NOTTINGHAM. TEL 0773 769522

Access

VISA



£9.95

£9.95

STANDARD MINIATURES MEDIEVAL (25mm)

Ideal for use with Cry Havoc and Siege. Scenario Book 1 with six extra exciting scenarios for Cry Havoc, which includes invaluable conversions chart, which enables the use of Standard Miniatures for Cry Havoc and Siege. Send s.a.e. for catalogue of miniatures and full colour brochure illustrating the fantastic range of wargaming accessories and unqiue strategy games.

STANDARD GAMES
& PUBLICATIONS LIMITED

For FREE BROCHURE on all our products, send s.a.e. to Standard Games, Arlon House, Station Road, Kings Langley, Herts. Tel: 09277 68328

USA Wargames, 1410 Promenade Bank Centre, Richardson, Texas 75080. Tel: 214 241 3425

DRAGONROAR ©
THE COMPLETE FANTASY ROLE-PLAYING GAME

£12.95 Cassette tape (60 min). Side A, introduction to rule book and components. Side B, solo adventure "A Matter of Honour". Full colour counters, wizards, warriors and monsters. Four play sheets, 24 Character/Monster sheets, floor plan for party adventure Kalonth Dive, set of 6 polyhedral dice and 1 mapping sheet.

ttG TABLETOP GAMES
53 MANSFIELD ROAD, DAYBROOK, NOTTINGHAM

P&P: 10% (min 16p) in UK. OVERSEAS: Surface Mail 15% (min 15p); Airmail 60%.

SEND SAE FOR 24 PAGE CATALOGUE

REAPER 15mm FANTASY

CHARACTERS 12p each
F1 Magic User w/Staff
F2 Mag. User w/Wand
F3 Cleric in Chainmail
F4 Cleric in Plate
F5 Thief
F6 Assassin
F7 Bard
F8 Fighter in Chainmail
F9 Female in Plate
F10 Female MU
F11 Female Cleric
F12 Female Thief
F13 Female Fighter in Chainmail
F14 Female Fighter in Plate
F15 Dwarf in Chainmail with Axe
F16 Dwarf in Plate with Axe
F17 Dwarf in Chainmail with Sword
F18 Dwarf in Plate with Hammer
F19 Elf Magic User
F20 Elf Fighter

MONSTERS
Ape 15p
Ogre (25mm) 30p
Troll (25mm) 30p
Ghoul 12p
Skel'ton Warrior 12p
Liche 15p
Liz'man w/Club 20p
Liz'man w/Sw'd 20p
Naga 20p
Gargoyle 20p
Wyvern £1.95
7-head Hydra £1.75
Mounted Lord of Chaos 35p
Mounted Knight of Chaos 35p
Lord of Chaos 15p
Knight of Chaos 15p
Minotaur 15p

GIANTS
Hill (30mm) 45p
Fire (40mm) 95p
Frost (50mm) 95p
Stone (40mm) 80p
Ent 85p

FLYING REPTILE
With Lord of Chaos
Rider £1.50
(or Chaos Knight Rider)

DRAGONS
Red Dragon £1.95
Black Dragon £1.95

DEMONS
Winged Fiend (30mm) 40p
Satanic Archdeacon (40mm) 85p
Balrog (35mm) 85p
Manticore 20p
Giant Slug 20p

GOBLINS
Goblin Standard Bearer 25p
Goblin advancing with Sword 20p
Goblin attacking with Sword 20p
Goblin attacking with Axe 20p

CHARIOTS
2-Horse, Scythed Chariot with Rider . 60p

REAPER
Revised Edition of the most popular Fantasy Wargame Rules £2.95
Attack of the Fungoid Trolls (first Reaper scenario) 75p
Reaper Starter Pack £14.50
(Basic Rules, dice & two small 15mm fantasy forces)

NEW 15mm REAPER FIGURES
Lizardman with Spear 20p
Lizardman with Axe 20p
Goblin with Spear 20p
Wizard on Throne 40p
Centaur with Bow 25p
Centaur with Spear 25p

ORCS
Orc with Axe 12p
Orc with Scimitar 12p
Orc advancing with Sword 12p
Orc with Spear 12p
Orc striking with Sword 12p
Orc mounted on Dragon 50p

CHARIOTS
Good £1.99
Evil £1.99

FANTASY & ROLE-PLAYING RULES
Monster Combat (TTG) £1.50
Once upon Time in West (Gun Fight) . £3.90
Volume 4 of above £1.50
Rudis (Gladiatorial) £1.50
Retinue (Medieval Skirmish) £1.95
Heroes (Dark Ages) £2.95
Pony Wars (Indian Fights) £1.95

SF RULES (TTG)
Combat 3000 ..... £1.95
Combat 3001 (for above) £1.75
Starguard £1.50
Starhound (Fighter Combat) £1.75
Encounter (Space Action) £1.75

Metal Magic
SUPERB NEW RANGE OF 25mm FANTASY FIGURES BY GERMANY'S LEADING DESIGNER, FROM TTG.

FIGHTERS
1a Paladin in Plate 45p
1b Fighter in Scale with Mace 45p
1c Fighter swinging Axe 45p
1d Fighter in Chainmail with Sword . 45p
1e Fighter with Axe & Square Shield ... 45p

WIZARDS
3a Wizard reading spell from Book ... 45p
3b Wizard with Staff 45p
3c Enchanter Summoning 45p
3d Wizard with Scroll 45p
3e Bearded, with Pointed Hat 45p

BARBARIANS
5a With Sword & Dagger 45p
5b Oriental Barbarian 45p
5c Viking Barbarian 45p
5d Barbarian in Scale with Axe 45p
5e Barbarian with 2-handed Sword 45p

DWARFS
7a Dwarf with Poleaxe 45p
7b Dwarf with Warhammer 45p
7c Dwarf with Axe 45p
7d Dwarf with Sword & Shield 45p
7e Dwarf in Scale with Sword 45p

ELVES
9a Elf standing with Spear 45p
9b Elf advancing with Spear 45p
9c Elf firing Bow 45p
9d Female Elf with Bow 45p
9e Female Elf with Sword & Shield .. 45p

SKELETONS
11a Skeleton in Chainmail w/Sword 45p
11b Hooded Skeleton 45p
11c Skeleton with Scimitar 45p5
11d Skeleton with Dagger 45p
11e Armoured and drawing Sword .. 45p

UNDEAD
13a Liche 45p
13b Ghost 45p
13c Ghoul 45p
13d Zombie 45p
13e Grave Beast 45p

CHAOS FIGHTERS
15a Bowman 45p
15b Fanatic in Horned Helmet 45p
15c Chaot in Plate with Large Axe 45p
15d Chaot with Skull Club 45p
15e Chaot in Chainmail with Scimitar .. 45p

FEMALE FIGHTERS
2a Female Fighter with Axe 45p
2b Fem. Fight, 2 Swords & Buckler ... 45p
2c Defending with Shield 45p
2d Female Fighter drawing Sword 45p
2e Female Fighter in Plate with Sword . 45p

CLERICS
Cleric with Staff 45p
4b Bearded Cleric attacking with Mace . 45p
4c Cleric, Chainmail with Round Shield . 45p
4d Portly Friar 45p
4e Cleric: Shield & mail Hood 45p

THIEVES
6a Rogue: Studded Arm'r w/Sword ... 45p
6b Assassin Striking 45p
6c Thief with Loot & Spiked Club 45p
6d Female Thief with Lamp 45p
6e Female Thief demanding Cash 45p

SLIME MONSTERS
8a Fungoid Screamer 45p
8b Bloodworm 45p
8c Fungus Spores 45p
8d Paving Mould 45p
8e Amoeboid Blob 45p

ORCS
10a Orc Chieftain with Sword 45p
10b Orc with Spear 45p
10c Orc with Axe 45p
10d Orc with Shortsword 45p
10e Orc with Mace 45p

MONSTERS SET 1
12a Doppelganger 45p
12b Giant Frog 45p
12c Gargoyle 45p
12d Harpy 45p
12e Medusa 45p

GOBLINS
14a Chieftain with Mace 45p
14b Warrior with Spiked Mace 45p
14c Warrior with Spear 45p
14d Slinger 45p
14e Warrior with Sword 45p

FEMALE PRIESTESS
16a Priestess with Cross 45p
16b Priestess in Plate with Mace 45p
16c Priestess with Staff 45p
16d Priestess Worshipping 45p
16e Priestess with Bag of Herbs 45p

LASERBURN
NOW A COMPLETE SCI-FI COMBAT & & ROLE-PLAYING SYSTEM.
LASERBURN RULES (basic) £1.95
FORCES OF THE IMPERIUM £1.75
IMPERIAL COMMANDER (military combat rules) £1.95
ADV. LASERBURN & ALIENS £1.95
ROBOT BOOK £1.95

LASERBURN SCENARIOS
Bunker 17 ..... £1.50
Tarim Towers Heist £1.50
Sewerville Shoot-Out £1.50
Sea Prison Siege £1.50

STARTER PACK ..... £7.95 (inc p&p)
(Rules; Bunker 17; 15mm Figures & dice)

Full range of Figures & Vehicles available for LASERBURN.

NEW!
'SCAVENGER'
A Solo Laserburn Scenario £2.50
Become an 'organ-legger' and ply the universe in this 'endless' solo book based on the LASERBURN system.

25mm ASGARD FIGURES
DWARFS *(SUPERB RANGE OF DWARFS, IN OUR OPINION, THE BEST WE'VE SEEN)*
DW1 Adventurer 60p
DW2 Dwarf Axeman 60p
DW3 Dwarf with Hammer 60p
DW5 Dwarf hero 60p
DW4 Dwarf Spearman 60p
DW6 Black Dwarf 60p
DW7 Dwarf Scout 60p
DW8 Dwarf Lord 60p
DW9 Dwarf Shield Maiden 60p
DW10 Dwarf Crossbowman 60p
DW11 Dwarf with Arquebus 60p
DW12 Dwarf Mercenary 60p
DW13 Dwarf Pikeman 60p

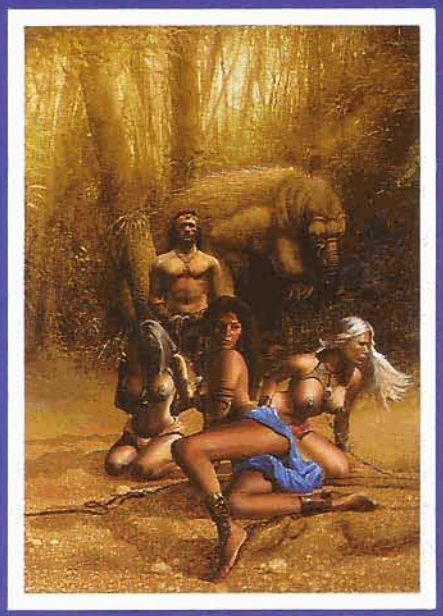
BARBARIANS
BP1 Clonar Sternbow 75p
BP2 Taran Firedaughter 75p
BP3 Kern the Reaver 75p
BP4 Koth Beasthelm 75p
BP5 Mad Rollo 75p
BP6 Serni the Darkling 75p
BP7 Arflane the Archer 75p
BP8 Aurock Stormkin 75p
BP9 Skai Wolfbane 75p
BP10 Alric Mancleaver 75p
BP11 Two Cuts 75p
BP12 Maxx the Ragged 75p

750 PIECES DE LUXE FANTASY PUZZLES

1040 Elric by Chris Achilleos

* Famous Artists
* Thick green board pieces
* Puzzle size 42cm x 60cm
* Box size 37cm x 26cm

1042 Alien by Richard Clifton-Dey



1043 Slave Trader by Jim Burns

1044 Standard Bearer by Chris Achilleos

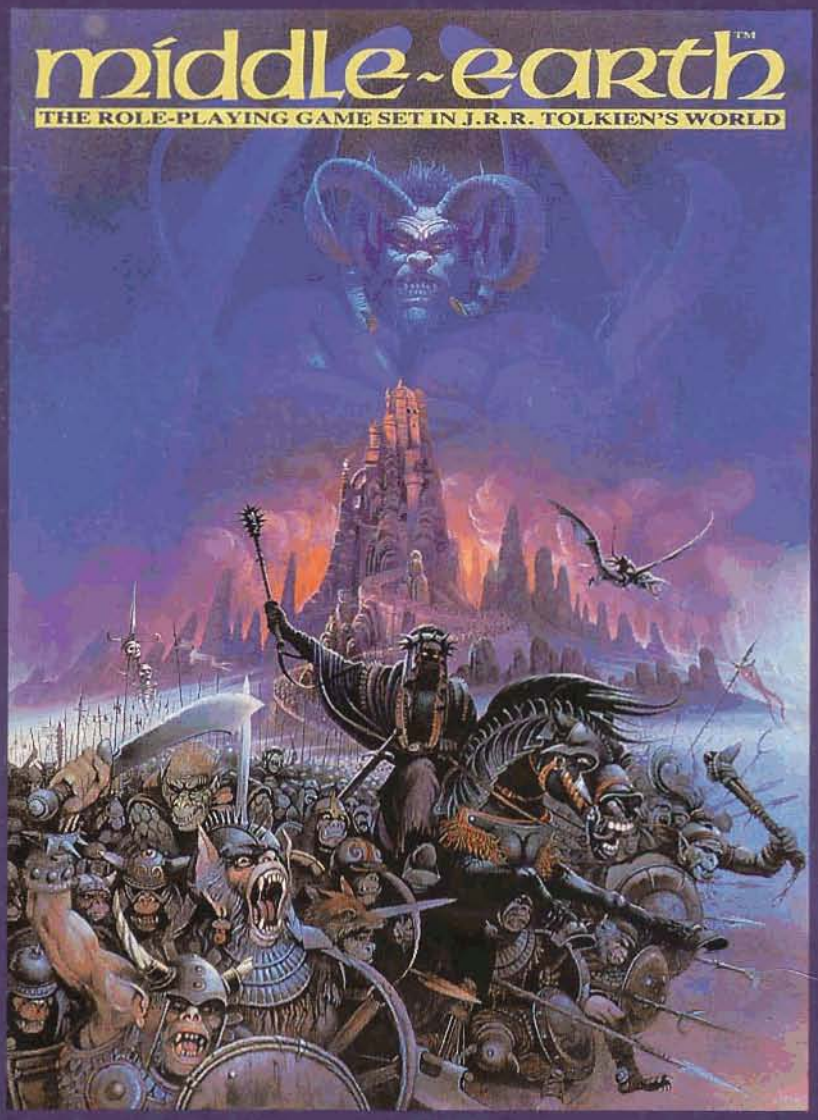
500 PIECES DE LUXE FANTASY PUZZLES

1022 Forest of Doom by Iain McCaig

* Fighting Fantasy Artists
* Thick green board pieces
* Puzzle size 49cm x 36cm
* Box size 34.3cm x 25.3cm

1021 Warlock of Firetop Mountain by Peter Andrew Jones

What do Balrogs, Nazgûls, Ringwraiths and Hobbits have in common?



The answer is that they can all be encountered in *MIDDLE-EARTH*, the fantasy role-playing game set in the world of J.R.R. Tolkien's *The Hobbit* and *The Lord of the Rings*.

The new, revised edition is now published in the UK by *Games Workshop* and features stunning box art by Chris Achilleos.

A range of official *MIDDLE-EARTH* figures are also available from *Citadel Miniatures* to bring the whole world to life.

UK published price only £9.95

WHAT YOU GET:

- A 104 page *Middle-Earth* rule book which includes an introductory adventure in the Trollshaws.
- Two full-colour sheets of stand-up cardboard characters.
- Three full-colour play-sheets based on the popular *Dungeon Floor Plans.*
- A map booklet.
- Two 20-sided dice.

Join the Fellowship of the Ring and adventure in the grandest fantasy setting ever devised.

© 1985 Tolkien Enterprises. *THE HOBBIT*™ and *THE LORD OF THE RINGS*™ and all characters and places therein are trademark properties of Tolkien Enterprises, a division of Elan Merchandising Inc, Berkeley California. No unauthorised use permitted.

Designed by Iron Crown Enterprises, Inc. Produced in the UK under licence from Iron Crown Enterprises Inc, Charlottesville, Virginia, holders of the exclusive worldwide licence for Fantasy Role-Playing and Adult Boardgames based on J.R.R. Tolkien's *THE HOBBIT*™ and *THE LORD OF THE RINGS*™.